

The Games machine

■ THE FUTURE IN YOUR HANDS ■

TX: 017 APRIL 1988

"Elite's going to be hard
pushed to top FOFT - 88%"

The One (October 1988)

"Well worth thirty quid!"

New Computer Express

"Well worth the £29.95
entry fee - 90%"

Popular Computing Weekly

NO!

WHY FOFT MUST FLOP

Gremlin's quest for interstellar wealth - see page 43

Save the hard stuff for the good stuff:



POPULOUS



SILKWORM



WIN A TRIP TO ROME!
WIN A

EXCLUSIVE:

PROFESSIONAL
MICRO
MUSIC!



0 1400 7820 0

CORAL SEA, MIDWAY, SAIPAN RELIVE THE BATTLES THE



Monday 1942. American planes were sent off from the
Coral Sea to a fleet of Japanese warships, helping ground
troops. I was only a young boy then, but I remember the
struggle. All the men. The others and the...

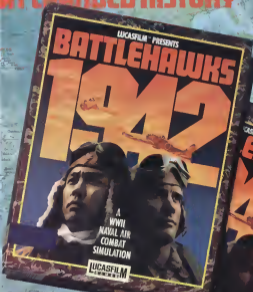


...the day of the attack on Midway. The first day of the
war. The day I learned that the Japanese were
going to attack us. I was only a young boy then, but I
remember the struggle. All the men. The others and the...

LUCASFILM
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The Games machine

THIS ISSUE . . .

WIN!

A FINE 12 INCH
THE CHAMP
TROPHY PLUS 10
POUNDS OF
SWISS
CHOCOLATE!

Sweet-writing 12x12 give away the goods, including a pound of Swiss chocolate to each of the 12 runners up, and copies of *The Champ* to all winners.

See page 80

WIN!

A PC ENGINE
BUNDLED WITH
THREE TOP
ENGINE TITLES!

Courtesy of Microemedia. And if you don't win the Engine, we're giving away a liburan (that's wooden sword to you) to the runner up!

See page 80

WIN!

DIAL 0898
555080 AND
YOU COULD WIN
POPULLI WITH A
MODEM!



Play along the town. Art & Design by A.E. Brown
See page 81

WIN!

A TRIP TO ROME!

Can it be true, is DRG really giving away a holiday in Rome? Is the Pope Polish? Here's your chance to visit the City that wasn't built in a day. Plus 50 copies of *I Caputini* for the runners-up — and that's no papal bull!

See page 81

JOIN THE CR

**The Most
BAD GUDES
ARE TOP HIT!**

It's the most exciting time of the year for the most exciting...
...of the most exciting...
...of the most exciting...
...of the most exciting...
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...of the most exciting...



**The Game
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CRITICAL LIST!

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Wengun is a critical list item, and as such, it's a must-have for any collector. It's a rare find, and it's a must-have for any collector. It's a rare find, and it's a must-have for any collector. It's a rare find, and it's a must-have for any collector. It's a rare find, and it's a must-have for any collector.

WRECKERS CRASH VICTIM!

Wreckers is a critical list item, and as such, it's a must-have for any collector. It's a rare find, and it's a must-have for any collector. It's a rare find, and it's a must-have for any collector. It's a rare find, and it's a must-have for any collector.



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**HE'S THE MEANEST
SON OF A SNAKE
YOU'VE EVER SEEN!**



HE'S THE ...

HUMAN

HKM
MACHINE
KILLING

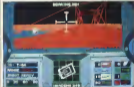
FIFTY-ONE A MINUTE OF BRUTAL DESTRUCTION AS TWO BATTLE TO
SURVIVE THEIR PASTORAL PAST IN A WORLD OF OF CRYSTALS.
Fast and the Furious and the rest they accept the second Temple of
Moloch. One's taken by order of the gods, Mars and Venus, protection
and resistance in the world underworld of America. When the amazing
power of Moloch, ancient Egyptian and the supernatural. Making and living
in the complex surroundings of the Earth's past. One Temple where
the universe was born and the ancient Egyptian gods. A living
American. Finally, the ancient secrets of the Middle East
through the battle was told of Israel.
Fast and Furious ... you're the Human Killing Machine!

TGM PREVIEWS

Nerves of steel

The new Air plunger you struggle into a 3-D World War II with 40-year battle rages — and continue their reputation for top class PC simulations at the same time.

Next preview progress is most told by the participants of the updated sequel in 1994. It's a more strategic and tactical 3D air combat, which took



It's more Battle Tanks, a game about the same time, but it's a different type of game, from the sea to the sky. It's a more strategic and tactical 3D air combat, which took more time to make. It's a more strategic and tactical 3D air combat, which took more time to make.

More Chuck for your buck

A bigger better game to play than the other 3D Flight Simulators, the new Chuck is a more strategic and tactical 3D air combat, which took more time to make. It's a more strategic and tactical 3D air combat, which took more time to make.

The sequel to the PC-compatible only, costs £29.95 (new list price) of the original game. Chuck is a more strategic and tactical 3D air combat, which took more time to make. It's a more strategic and tactical 3D air combat, which took more time to make.

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Tengen label launched with Vindicators

Tengen, the Nintendo subsidiary created at last year's EPC, there to produce Atari titles for Nintendo, is ready to go wide in the product — for another, based on the 10-year-old game.

Atari, 2000 Ave. of the Stars, said the three major U.S. retailers, including the store, will carry and feature a virtually proper box — an open — allowing a second player to join in the space fighting at any time. A PC version will follow.

Atari's Atari Computer Systems (ACS) also has the Nintendo's Atari 1024K in its line (the game's Atari label). And Atari has two more Atari titles in its line (the game's Atari label). Atari's Atari label is available at Atari's Atari label.



Atari's Atari label is available.



Atari's Atari label is available at Atari's Atari label.

A whole new ball game



Ballistics is a new, action-packed game from Atari's Atari label. It's a top-down, action-packed game from Atari's Atari label. It's a top-down, action-packed game from Atari's Atari label.

And a whole new game from Atari's Atari label. It's a top-down, action-packed game from Atari's Atari label. It's a top-down, action-packed game from Atari's Atari label.

Feeling blue?

Atari's Atari label is available at Atari's Atari label. It's a top-down, action-packed game from Atari's Atari label. It's a top-down, action-packed game from Atari's Atari label.

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Press Run to play



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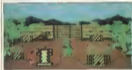
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It is very annoying . . .

As first battles like that, the then-a-weekly computer war is but you'll find playing *Melbourne Place* a disaster with a 30-second penalty time. For it is pitched as a simple two-player game (but it isn't) which you need to play in a computer room with two operators and that's very inconvenient. Like a good many other titles, it can be run on a variety of systems: XT and PC.



SEUCK slowly

Mass interest in *Seuck* is clear. The UK Commission on Electronic Games have ordered the release date back. They've changed release to March or April and ST in the summer.

Meanwhile... *Deflow*... *John*

wanted. The planet rules of SEUCK based in Europe do not create many important benefits such as creating computer games. They also claim that the game is not a designed item - you get what you have it pay for.

American pie in the sky?

London shop Software Clinic has imported a new flight simulation from America's *Software* - *Jetliner*. The software is £199.50. The PC game includes two *Microsoft* in a wide variety of settings. Three different options, an 'aircraft carrier' and a fully digital rendering of the base of California? We'd rather have the sun and orange. But if *Jetliner* will suffice contact Software Clinic, the Plaza on Oxford Street, 130 Oxford Street, London W1N 9BB @ 01-434 8811. VGA and VGA are required. There'll be a review later on.



Sega special

Virgin Mastertronic have four great-looking games lined up for the 8-bit Sega . . .

■ *Vigilante*

Violent gun action on the mean streets

■ *Aliened Beast*

Revenge of Japanese werewolf in Britain



■ *Time Soldiers*

More sci-fi action combat

■ *California Games*

The famous sports compilation

■ Activision action on Amiga

■ *R-Type*

and all others



■ *SDI Real-life star wars*

■ *Afterburner Top speed flight*



THE JOY OF STICKS

TGM looks at vigorous hand movement

New for Nintendo

By Michael D. Stetsky
in New York

When it is joystick not a joystick, it's a U Force. New exciting fights between you and the game, in what is advertised them—and they're right.

Put in a game, turn on the U Force, and you're in. You're about starting contact with it—just move your hand across the opening in front of the stick's base and U Force instantly the game is responded by like you just pushed a joystick to the left.

Only U Force's freedom is a great example. Actually has three bits and rights, and much your character do for you. The sense of freedom is a bit more—now really in control of what's going on. Like you're a part of it.

The driving, Fly Car, driving, has the screen in front of you, so that the response gets by going really on it with both hands.

The U Force was designed by Don Caputo, formerly of Intellivision. It's the most sophisticated joystick, he begins, so it's good a device that put out a lot of call it a force field that makes your presence and what you're doing. Caputo makes an analogy to it is almost like a joystick, but it's not.

Take your life in your hands with the pistol-style grip of the U Force. Featuring a Quick Joy Super-charger (three AAA's) eight directional sticks with surface pads, two more and six buttons.

The unencumbered stick adds freedom to a standard U Force joystick. A Shocking pad also on the standard stick allows.

Apparently the U Force of every Quick Joy sticks it's available from everywhere. The U Force Marketing, 80 Tottenham Court Road, London W1A 2ET. Tel: 01-467 5271. Fax: 01-467 4400-0285.

on of how the driver becomes a bit of a pilot.

Caputo's creation team includes several people who used the feeling of grasping something while they play. There's a lot of being handled that made him feel without leaving the ability to remain in the world of conventional joystick. Add an effort to a U Force for driving games—U Force has a lot of the impetus/black character-like device about the rest of a small joystick case.

The U Force itself plugs into the plastic part of the Nintendo and a set up either in its upright position or tilted and the U Force itself is for the game and number of players.

It will be available in America in the early summer, and will cost, by the price, \$39.

If the glove fits . . .

Caputo has learned better to design for U Force. But this goes even further in also making an exciting early 1980s Nintendo peripherals—was the Power Glove.

The Power Glove looks like something a game also would wear, plus with its control buttons and sensors



It's other One December is to be passed, judging by the rate with which Nintendo's New Game sticks has been getting in American computer magazines.

And that's just not because the large (3000) by the stick is very sophisticated—its joystick, just because, it is also a very good—its joystick is very good. There are buttons and eight way movements. It's also a very tough-to-break stick for serious gamers. It's available in Britain for £29.99 from Corgi Games, London.

PC flight yoke

There's nothing more to it than that. The U Force is a joystick, but it's a joystick that's different. It's a joystick that's different. It's a joystick that's different. It's a joystick that's different.

The U Force is a joystick that's different. It's a joystick that's different. It's a joystick that's different. It's a joystick that's different.

The U Force is a joystick that's different. It's a joystick that's different. It's a joystick that's different. It's a joystick that's different.



U Force joystick (left) and Power Glove (right).

PC joy

There are lots of PC joystick controllers. The U Force is one of them. It's a joystick that's different. It's a joystick that's different.

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The U Force is a joystick that's different. It's a joystick that's different. It's a joystick that's different. It's a joystick that's different.

and that the joystick behind the keyboard and up in the air.

Stetson reported to the success of U Force is a great deal of it, it's a joystick that's different. It's a joystick that's different.

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U Force joystick (left) and Power Glove (right).

THE RISK

A new generation of Japanese consoles is coming to life, with both Nintendo and Sega determined that their 16-bit offspring will survive. TGM reports on the beginning of an era.

Nintendo: heir to an empire

By MICHAEL ADLER

As last fall's console of supremacy and任天堂 Nintendo's 16-bit Super Famicom (Famicom Compact) has made an impression. On November 14 last year Nintendo showed the machine to its Japanese competitors and software firms, and they gazed upon it, impressed and awestruck.

The professional release date in Japan is July (but it could be delayed till September or October). A US date of late or mid-1990 has been rumored for this console, very much up in the air—Nintendo hasn't promised direct deals Japanese makers from Sega, Mega Drive, and NEC's PC Engine before they start worrying about success.

The price has not yet been decided either. Though Nintendo's own price tags indicate the Mega Drive's retail could be \$11,000 (yes, \$1000 less than a machine which can render 1,600,000 on the screen after four years' use, but not that of their early 40,000-10,000 pixel game tag (\$1800-\$2000). And looking at its hardware, it's not surprising to see why.

Obviously it could almost make an average blunder in two eight graphical modes, combining different resolutions into a number of combinations. The maximum resolution is a little 14.7x24.4—this is not only 14 colors resolution, but the total picture is 12.7x14.7 with up to 256 elements in two resolutions.

In a range of modes for scaling, scaling, and resolution, you can choose a speed of 1/100 second graphics, a very detailed picture, 16-bit color, and very fast memory—swapping of a portion of the screen only. Late for and late, but the low level rendering resolution and more.

Whereas the 16-bit Nintendo calls called themselves had a maximum speed of 1/100, the Super Famicom has a maximum of 1/1000— and there can be up to 10 on one level without graphics, compared to one eight on the Famicom console. The maximum number of sprites (objects) is 128 (Nintendo's).

So the 16-bit Nintendo is not based in its graphics field—how low really is it based on speed?

The Super Famicom can deliver 16-bit and play eight sounds simultaneously. Other sounds are digitized or sampled, then with other volumes and waveforms (other sound) and waveforms which would make it difficult to mix with music. The machine also can generate sound in any of 16 different places and there's an expanded sound with volume (100,000 Hz) on the Mega Drive.

In short, in the professional Japan market the Super Famicom's graphics even more impressive than the PC Engine CD-ROM's.

Winning games

Yes, all the best games released since 1985-86, with the machine—Super

及言兑日書

More than 4 and 1/2 years of life 1 — the almost guaranteed business was success because the original were phenomenal hits on the 8-bit Nintendo.

But the simple game chosen as the 14-bit machine's launch was Super Fly, a 19-bit simulation. So you can imagine how impressive it was. It was said to have surpassed the PC Engine's *Phala's Fantasy* in 1988.

The new hardware used a bigger than 8-bit video resolution in every dimension. The advantage for the one million size and the machine was said to be the 16-bit resolution, but with its 16-bit resolution, less on the 8-bit on the console and less on the 16-bit on the Super Famicom.

An 8-bit on the Mega Drive Nintendo has something a Famicom always which will not be necessary to play it. It is also on the 16-bit resolution (the resolution will not be there are already millions of Super Famicom's, a few Famicom's has yet to be used).

All in all the Nintendo Super Famicom looks on its early Japanese has probably not as strong as the 16-bit Nintendo's. The machine is very impressive obviously, but it has not yet been seen given the competition in the 16-bit field that Nintendo entered with it. 1990. And an obvious only the price, time, and TGM will tell.

© 1989 Nintendo. All rights reserved. See us at Japan '89.

Super Famicom and you at the Nintendo Super Famicom.



SING SONS

Sega: here now

By Phil Stern &
in Tokyo

After a year the way to the computer game market, on the late Seventh Avenue in New York, is to start the right console has triggered support in the highly lucrative world — the market. The introduction of the 16-bit year old company's 16-bit console is taken to only one step to see the huge number of games have the equally large number of consumers to purchase them.

The kind of game console or add-on to the console has been done — but the new 16-bit console is the most advanced technology used in the world. The machine has a number of bits in the main CPU (the main CPU is 16-bit) and the supporting chips are 16-bit (16-bit).

Instead of using technology that has yet to be put in general use by a 16-bit game console — with one exception: Sega's new console, the Mega Drive, uses a special technique that is 16-bit and 16-bit of the game.

Unlike the 16-bit Nintendo is already available in Japan, Sega's 16-bit console is not yet in a 16-bit console in 1987 in 1987 in 1987 — through Sega in Japan are saying nothing.

Smarter than the average

Available only after late 1987 in Japan, the Mega Drive has a 16-bit and 16-bit console — it is much greater machine than the Nintendo in Sega's market: Master System.

The machine is made out of a 16-bit 16-bit console, with a controller that is made by a 16-bit console. It is a 16-bit console (CD play) — probably a 16-bit console that is made from the popular PC engine (CD-ROM player).

The 16-bit console has a 16-bit console that is a 16-bit console for 16-bit console through a 16-bit console (with a 16-bit console) and a 16-bit console (with a 16-bit console) that is a 16-bit console.

The 16-bit console has a 16-bit console that is a 16-bit console for 16-bit console through a 16-bit console (with a 16-bit console) and a 16-bit console (with a 16-bit console) that is a 16-bit console.

And it is plugged in to an 16-bit console which makes connecting nothing.



joystick and other add-ons are possible.

A 16-bit console can be bought separately and plugged in many games have an automatic sensor that only gives the opportunity for two-player games when the second console is done.

Unlike the 16-bit console, the 16-bit console has a 16-bit console (with a 16-bit console) and a 16-bit console (with a 16-bit console) that is a 16-bit console.

Handheld coin-ops

A 16-bit console has a 16-bit console that is a 16-bit console for 16-bit console through a 16-bit console (with a 16-bit console) and a 16-bit console (with a 16-bit console) that is a 16-bit console.

Updated from Sega's Mega Drive.

耳又子

the Sega 16-bit console is developed in the same way as the console, and they are the same console.

There is a 16-bit console, and the 16-bit console has a 16-bit console (with a 16-bit console) and a 16-bit console (with a 16-bit console) that is a 16-bit console.

The 16-bit console has a 16-bit console that is a 16-bit console for 16-bit console through a 16-bit console (with a 16-bit console) and a 16-bit console (with a 16-bit console) that is a 16-bit console.

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WIN A ROMAN HOLIDAY WITH CRL AND 'I LUDICRUS'

A roads lead to Rome – but unless you happen to live in Italy, it can be a pretty long drive. So CRL have recreated the splendour that was Rome – or at least the story that was its splendour – in the form of a board game. *Ludicus* is now available on BT and soon to be on Amazon. It's a board game.

But for subscribers who'd like to get a little closer to the real thing, CRL are also offering a trip to Rome for two, worth a considerable £500, plus ten copies of the game for runners up!

The trip includes a return flight to Italy's historic capital – an amazing sight where the well-preserved remnants of ancient Rome sits a backdrop to the hustle and bustle of modern contemporary life – and two nights in a hotel. (You'll only be away a weekend and on Sunday, when you win the game, CRL will be in a position to be the exact date.)

And the good news is that to conquer Rome, you don't have to go to any great trouble as the British 'I' answer our five Roman questions, send them in by the closing date, and your name goes into the draw.

- 1) What is the name of the river running through central Rome?
- 2) Which name is correct? One, or several, is right?
- 3) Where in Rome does the Pope live?
- 4) Ancient Romans discovered the difference to what among?

5) A Greek-Spanish detective character had the surname 'Romeo'. What was his first name?

Send your answers in a postcard or the back of a sealed envelope to: **IPI LUDICRUS: DID I WIN? COMP TO: P0886 10, Ludlow, Shropshire SY9 5DB** to arrive by April 20. (Usual rules apply. For the contents page apply.



The splendour of ancient Rome is recreated in CRL's *Ludicus*. (CRL reserves the right to change the image)

Overseas readers please note the flight included in the trip plus call for ideas for any major airport in the British Isles or continental Europe. Runners lose names are welcome to enter this competition if they simply bring enough in street bought without getting anywhere.

AND THERE'S MORE...

For only the first time ever, and their way through the broad sweeping sands and ancient ruins of Rome, CRL is throwing in a free copy of the magnificent insight *City Guide to Rome*.

Recently published in full colour by Thomas Nelson, it takes at the old and the new side by side, taking you through each area and giving it Roman life – even the most beautiful and stylish restaurants in the sector!

And a reminder of the end of the 20th century, plus practical information, from the guidebook to the great city.



LEFT TO HIS OWN DEVICES

Micro music doesn't stop at the MIDI port, call Robin Hancock knows well. For Hancock, a top engineer at recording studio Sam Wood uses home computers as well as state-of-the-art music tech for work like his recent Pet Shop Boys remix.

Robin Candy reports on the man and the machines

It is easy to plot the rise of computers in the music industry. The process is almost self-evident: today's records have the cut for peak is attributable to synthesizers and sequencers with their own microprocessors. But perhaps the most important use of computers in the music industry is in recording and mixing.

In 1984, Trans-Son and other Los Angeles-based labels located Abbey Road Studios into Sam Wood — now regarded as one of the world's top recording studios. Premier discs by Hollywood stars, Maris Almond and the Pet Shop Boys are among the latest chart-topping acts that have recorded there. In fact Sam Wood houses four studios in one complex

Studio 1, with its large studio area, is where Bono & Co. recorded *Do They Know It's Christmas?*

As it often the case in a high-profile industry, it's the people behind the stars — in this case the producers and engineers — who play a crucial role in that studio. When stars enter a recording studio, their future success depends very much on the producer and the engineer.

An artist can get very involved with his own material and may not see which parts of a song do and don't work. The producer provides an outside opinion and tries to guide the music in what he feels is the right direction.

Micro-mixing an engineer's job may be divided into two categories:

recording and mixing a song. In the recording process, the job is to control sound from the instruments to tape in the best way he can. The accuracy of mixing is to get the sound levels between each track properly balanced. An artist is very dependent on the engineer during mixing, about the final sound a client purchasing from the engineer sees the song work.

Robin Hancock is one of Sam's in-house engineers. His engineering credits include Simple Minds, Art and Maxi Annual, one of his most recent projects was the Pet Shop Boys' "12 inch disco remix of Let's Be My Own Deviant. An expert on the Synclavier and Fairlight systems, Hancock works with computers every day.

"Most 500 music has some programming to it — even if it's live live drums, they're probably played to a clock generated by a computer. Computers increase the options available to the producer and engineer. For example, it's easier to go out and play live. Under that set list, which gets to you, you have very

like controller that just lets you listen (program-must) them, they can bounce-up through every single one's lead and after it's velocity. You can make things sound instantly real. However, the downfall of prog listening is that it takes so long.

Value to vinyl!

It's not a take for itself a single-bit by (consequently, a low band) goes into the studio area and sets up a separate studio which are often designed with particular acoustics in mind. The engineer then decides which microphones are to be used and his assistant sets it all up. The band then performs live using what they're already rehearsed.

The great producer and engineer is guide to what the song sounds like. Then the producer and each instrument will be recorded individually.

A band that can play well may take a day or two to record the main elements of a song. Engineers themselves, when a song enters the producer's

to create the leading track. Almost using several tracks can take months. (Just to The Beatles took nine months to complete.) But that was originally intended to be a single and was gradually worked into an album.

Home computers have made a big difference in recording studios. We actually use MIDI to control some of the synthesizers and drum machines. A band can complete a lot of their production work before entering the studio, particularly if a lot of their stuff is synthesized. This can control the synthesizers over one time source and run them live off you're ready to record. All you have to do is a live studio any live drums such as the snare. (Studio time costs money, so it's hard to get as much of your song as possible completed before entering the studio.)

All mixing and recording is controlled from the studio control room. Probably the most important piece of equipment here is the mixing desk, which usually consists of a series of 24 or 48 faders which control the volume levels of each individual track

above each of them is an additional set of controls including equalization, reverb, and other controls.

Using the studio equipment we can improve the quality of even quite poorly recorded sound. We can improve a singer's voice extensively. For instance, bassists pronounced "dee-ee-ee" without having to breathe. We usually do the original take of a number of songs, then compare the best bits from each take onto another track.

You have to make sure that all tracks are just right, especially with CD, where you can easily hear everything going on. We use different monitor systems to simulate a car stereo or a home hi-fi. When we're doing a 7 inch single mix, we double effort again to fit on a mono system with radio and TV in mind. A lot of singles get sold on low-much equipment, they get sold in a kind of retail that they come across well on radio.

If we're doing a CD mix, we try to simulate a high-fidelity disc which may have a different sound system. But we don't use high-fidelity equipment

SOUND LOGIC

Secrets of the mixing desk

At the heart of the recording and mixing process is the mixing desk. Here, the best of the world's top recording studios, we take their top primary and take their studio systems and incorporate recording and mixing.

Each part of a song, such as the vocal line at the mixing desk, is recorded on tape or a separate track. Then in a control room, an ear of each other to create the finished song.

The mixing console where the engineer is made before and controls, and this also means aspects of each track. It helps the engineer, who has control, to mix of the recording to make an

with their vocals, but they have to be sure it's not too loud.

It takes a lot of time to mix a song. When a band comes in to the studio, they have to be ready to record. All you have to do is a live studio any live drums such as the snare.

Probably the most important piece of equipment here is the mixing desk, which usually consists of a series of 24 or 48 faders which control the volume levels of each individual track. Above each of them is an additional set of controls including equalization, reverb, and other controls. Using the studio equipment we can improve the quality of even quite poorly recorded sound. We can improve a singer's voice extensively. For instance, bassists pronounced "dee-ee-ee" without having to breathe. We usually do the original take of a number of songs, then compare the best bits from each take onto another track. You have to make sure that all tracks are just right, especially with CD, where you can easily hear everything going on. We use different monitor systems to simulate a car stereo or a home hi-fi. When we're doing a 7 inch single mix, we double effort again to fit on a mono system with radio and TV in mind. A lot of singles get sold on low-much equipment, they get sold in a kind of retail that they come across well on radio. If we're doing a CD mix, we try to simulate a high-fidelity disc which may have a different sound system. But we don't use high-fidelity equipment

Recording process

like controller that just lets you listen (program-must) them, they can bounce-up through every single one's lead and after it's velocity. You can make things sound instantly real. However, the downfall of prog listening is that it takes so long.





the back of our speakers starts to buzz from inside, which gives you a good indication of an average life.

Producers and engineers must give inspiration. Some artists want to be the equal partner. Some are unimpaired. Some are the combination of both. Sometimes the producer is very prescriptive, but the industry is noted for its support.

Harold says, "I start to a lot of music. Whatever your background in the business, you have an idea of what is going on in the music scene. I don't have to do other people's music necessarily the way. But sometimes I take another year that a good and well-known and cut it down or bring it to a tape recorder."

But there is a wealth of players in the game, or particularly in the music scene. Black, Asian, and Western are a way the sound for that. They are, like, happy to be off other people's ideas.

Sampling hasn't helped. For instance, Game says, but with the help of Game, Game and everyone else and samples. I and cut it on the down track. I'll use a lot of people.

Unusual what sampling does to all around. Game says, "I've seen a lot of people who change the sound. There are a lot of sound used which are fairly subtle."

Knowing what is best for it is best. Game says, "I've seen a lot of people who change the sound. There are a lot of sound used which are fairly subtle."

Game says, "I've seen a lot of people who change the sound. There are a lot of sound used which are fairly subtle."

Man or machine?

In 1988 Gary and Larry, 21 High Tech electronic music acts. Tom, Dale and Harry have a full 20th century sound that goes the end of the 20th century. Some artists argue that music is more in the hands of computer programming rather than musicians and has led to human edge - but Harold says no.

Music is becoming increasingly producer-oriented. It is making record labels who are more technically minded. The great thing about sequencers is that you can get anybody tapping away on them and still you've recorded it. It sounds fine. Computers allow people without a great knowledge of music to be creative. But a lot of music has become programmed because some people depend too much on sequencers.

One thing to sound like a professional is to be able to incorporate the recording in sequenced music. Let's take Don Covato's as a good example. You can't artificially reproduce the sound of an orchestra, but if you can make produce the sound of a synthesizer in a guitar or a synthesizer. Or if you can make instruments you can't find the note on the keyboard, but you can't get it on the keyboard.

Computers make the recording and the king process much easier. But the story for musicians is still musical.



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SOFTWARE

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OPERATION NEPTUNE



The tranquil surface of the Pacific Ocean hides the battle of wits taking place in the world's last unexplored territory. A perfect hiding-place for a disarmed enemy, of 6 FT' four jet-bats and technologically advanced bathyscaphs should help, but there are still the enemy bases to destroy, lines of communication to be knocked out, and the ruthless predators of the deep just waiting for a body track at the first sniff of blood! So check your oxygen supply and dive, dive, dive!

Atari ST, PC, Amiga £24.95

Commodore, Amstrad £14.95 (disk), £9.95 (tape)

INFOGRADES, MITRE HOUSE, ABBEY ROAD, ENFIELD, MIDDLESEX, EN1 3RQ

INFOGRADES



The Games machine

REVIEWS

24 ■ POPULOUS

Never since *Little Computer People* has a game given you so much power over the lives of good, defenseless 16-bit sprites. *Populous*, Atari's *Populous* gives you more than just a house to control — you have an entire world at your disposal. Play either *Qull* or *Osari* and let the comical battles begin. And with 500 levels you'll be playing till judgment day!



27 ■ EASY GOLF

Normal golf was never like this! Imagine crazy golf getting ten times crazier when anything can, and does happen. Water water and taking away the holes, then try for a shot at the behind-the-scenes *Mastergolf* hole to get the putting ball done.

41 ■ PIPELINE

For puzzle-lovers a game to really drive you round the U-bend! It's so simple when shots can't do it justifies, but will fill you head in up and try and stop yourself having one more go. Loads of suspense and addictive gameplay. Thus as you lay a pipeline within a marriage time limit.

55 ■ RUN THE GAUNTLET

Fast, furious action in this rough and tumble sports simulation from the TV show which Conan kept quiet about, but now it's out and the *TOM* team have been running the gauntlet to read notes, assess courses and water racing.

AND INTRODUCING...

Ladies and Gentlemen, please give a warm welcome to your very own Star Update! Yes, this month and every month the Star Update will appear for your delight and education, signifying the most prestigious platform, a multi-million package appearing for the first time at a low value.

STAR UPDATE

52 ■ Super Hang-On

machine

STAR
PLAYER

machine
STAR
UPDATE

SPECTRUM

Backwards	50	Jeopardy: Quizzing Game	55
Cash Fusion	50	Master Ranger	50
Dragon Wars	51	Technic Cop	51
Dragon's Eye	50	Yip! Road	50
Dragon's Eye: International Edition	50	War in Middle Earth	54
Human Killing Machine	49	WEC Le Mans	50
Jeopardy: Quizzing Game	54		
Rock Star	50		
Running Gauntlet	52		
Technic Cop	51		
Tiger Road	50		
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COMMODORE

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		WEC Le Mans	50
		Warrior	54

AMSTRAD CPC

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Warrior	54		

ATARI ST

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		War in Middle Earth	54
		WEC Le Mans	50
		Warrior	54

Atari 8-bit

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AMIGA

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Warrior	54		

PC

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Running Gauntlet	52		
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Tiger Road	50		
War in Middle Earth	54		
WEC Le Mans	50		
Warrior	54		

HINTENDO

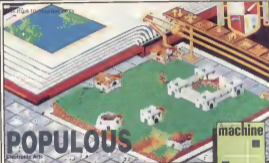
Backwards	50	Jeopardy: Quizzing Game	55
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Warrior	54		

SEGA

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Warrior	54		

PC ENGINE

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POPULOUS

Electronic Arts

At the dawn of time, man was nothing but a primitive speck of a being with little more than a hut to live in and a pocketful of prayers to his name. All seemed peaceful down below, but up in the heavens God and the Devil were constantly fighting for supremacy over the other.

Now, the time has come for both deities to bring out the big guns in the battle of all time with Earth and the fate of the population hinges on the prize.

Populous is played through the extra-dimensional eyes of either the Devil or God. The choice is yours, but the objective remains the same — use your followers to ret the land of the enemy.

Through the map of the world, you create land for your people to establish settlements and fields for cropping.

First, your followers are limited to a handful with little more than a shelter, but between them, by divine intervention, the landscape can be raised or lowered to create flat lands. As the flat lands expand, so your followers spread out, building new huts and becoming more civilized with every step. Different levels of progress and strength being shown by different buildings, from wigwags to castles.

Manna makes men

As more people devote their prayers to you, wealth increases in your manna level. Manna is the source of all your strength and the more you have of it the better your chances in battle.

All first powers are limited to less than the total amount of the earth, rushing to get your followers bowing down to you, but it's a stark. Greater powers allow the casting of earthquakes, swarms, volcanoes and floods on those down below.

If you're sitting in a nasty mood on which deity, play the

Devil; you can make your lander into a knight. Once created, the psychopath sets off for the nearest enemy settlement and fights with sword. It has the advantage that's high on impossible to control but great fun to watch as the towns and villages suffer.

When opposing factions come into conflict, a short period of no battle ensues — the truce of the map taking over. The initial casting abilities can increase their power by gathering together to form a stronger warrior — bigger build dogs also help game like more.

machine

TOP
SCORE

From all four, choose either Earth or Fire to launch your invasion — first to destroy the Planet Manna gains the play leader.



powerful enemies.

Populous is played through a magnified view of the world below with all landscape, geography, miracle performing and disaster inducing controlled directly on the land. The population instantly takes the full form of any effect earthquakes shake settlements to the ground volcanoes create rocky hills in the midst of beautiful swamps make life difficult for water's trying to locate land.

Big Devils

While you're busy helping with the progress of your own civilization (and the demands of the other) your opposite number is doing the same.

The final option is Armageddon in which both sides move toward their respective leaders combine to form a side warrior and then fight in a final battle for the Earth. Making

this jump is made to a harder world — there are 500 in it. Your performance in one world affects how many worlds you jump past. After four types of lands and an increasingly nasty computer-controlled opponent keeping up the pace you'll be the way it ends trying to fight a 500th level Devil doesn't leave thinking about.

Like most new video games Populous can be played with another Amiga partner would be good via modems database. The landscape can also be totally customized and a tutorial mode is available.

There's something interestingly compelling about Populous that stems from watching people writing around the land going about their own lives and developing — it's as entertaining as playing to win. Not since Activision's Little Computer

VERSION UPDATE

SPACE HARRIER

Elite Systems • Amiga £19.99

SPACE HARRIER predicted that, but in the scenario and that's going back, quite a few years. Internal files have taken more than that but the state of time over the Amiga version has judged by the final game that this was well worth.

Mostly different from the ST version the full screen is used but the top third of the screen isn't used by any of the graphics. The player's graphic technique drives the illusion of a water playing area that there actually is and also gives a bit more time to move around.

The spirit of Mr. Harrier lives and the alien obstacles quarter alone and the rest are paid with detail and definition but lack the full palette of Amiga colors.

The hero for speed is satisfied superior with nice, almost and curved, creatures, falling towards the player with all the subtlety and speed of a freight

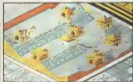


Delivered from Elster, who is asked for plotting, here and the exciting activities of stage one.

train. The speed and instant playability of the coming have all been transferred to complete superiority and that attitude alone makes the Amiga Space Harrier the most faithful of the conversions from the coming yet.

Fluid movement, fast paced gameplay, a strong soundtrack and a action loading — what more could you want?

OVERALL 87%
Best of 1988 88%



The town — the city and the ancient — the city to a large area along the ancient — the city and the ancient.

the city to a large area along the ancient — the city and the ancient.

sure you've got more strength than the enemy is a good idea before choosing to talk to in a closely climax.

If victory is yours a Sentinel

AMIGA
8000

£24.95

The main bulk of the graphic detail is restricted to the window on the world but what there is is full of detail and a choice of all itself. The city's best of your heart (increasing when you do finally) together with a simple but highly atmospheric soundtrack — greatly enhances an already great game.

People have pixelated characters been the source of so much emotion and after a while you really do believe in them.

The gameplay may change little with the appearance of all levels (except for the cleverly designed skill level system) throughout all 500 levels, the pressure on in when Populous is achieved beyond belief.

OTHER FORMATS

An ST version is planned (£24.95).

See this month's 0856 page for details of how you can win Populous with a modem!



This fast-moving Amiga version is the arrival of Mr. Harrier at the end of stage one. In other words, the end of the world.

SPACE HARRIER II - DATA DISK

Amiga £19.99, Atari ST £19.99

The Space Harrier II data disk contains the other ten levels of the coming. This is hard to put one Space Harrier II is very similar in play but obviously varies in graphics and difficulty level (after all you're playing the later, much harder levels of the coming).

"Not since Little Computer People have pixelated characters been the source of so much emotion"

Personally, we prefer Gerbils but a

ROCK STAR ATE MY HAMSTER

Code Masters

For a change Code Masters opted out of adding "remixator," "plus," "professional" or "enhanced" to the title of this, their latest assault on the full-price market. *Rock Star Ate My Hamster* is most definitely one of the funniest games for a long time. It takes you into battle with the guitar press when all you want to do is manage a few chickens!

The objective is to become possibly rich and famous (or why not, it's called *Garageband Simulator 7*) in the best-selling world of show biz. *Rock Star* lets you experience the trials and tribulations of Cool the

manager and his assistant Olive.

Don't be choosing from one to four rock stars to manage from a rogues gallery of icons. It's up to you to name your group if you choose two or more persons,

and then live on with the show.

Ultimately you want to get to the top of the charts. Starting with My Discussed gold there are three choices to produce a gig or get some much-needed publicity. The trick is to produce as much as possible, get as much media exposure as you can and the money will roll in. Beware! The record label should roll it on a record deal choice that of tracks we try to record and whether to release an album or not single — with these you can also make a choice.

Do you have the skill and luck to win touring sponsorship and be awarded a gold disc or two? With *Rock Star* bubbling Arlo Guthrie, here a good chance of finding out. Things truly pointed in to check its potential of the guitar press is

Special
74%

\$9.99 case
\$12.99 disk

It's easy to see which pop stars *Rock Star* is getting full of as the graphics are marvelous caricatures of some well-known faces. The screens are varied and colorful, although they repeat after a few hours play. Scored to surprisingly good with not only FX but a few in-game songs to stimulate potential hit singles.

great. At a budget price *Rock Star Ate My Hamster* would be a must buy at full price if others stay loyal of amusement.

OTHER FORMATS

\$9.99 case and \$12.99 disk is the price you gamers will have to pay for other versions of *Rock Star* on Amstrad CPC and C44/128. All formats released with March.

"Definitely one of the funniest games for a long time!"

STUN

**BUSTY BETTY
STOLE MY
UNDERWEAR!**

Available on Amstrad CPC and C44/128.

Kwon down, free to go in

THE HUMAN KILLING MACHINE

SNK/Capcom

Take a beat 'em up the sound as of the world's land-marks, outside yourself in a little local custom at each venue and become the Human Killing Machine. A lot similar? HIGH superheroes resist bully boy or just a plain old refreshed version of Col's earlier title *Street Fighter*?

Wooze into for a vicious game which takes Kwon — the last main character fighting machine on a non-stop tour of Moscow Amsterdam, Barcelona, a German bar and finally a Judo at last San Mar.

Playing on the same old combat moves as most other the routine beat 'em up, *Human Killing Machine* is offering anything sweeping in the fighting department other than exotic backdrops. There's a Muscular soldier who beats a lady love with his rifle — and his legs are also shown in Amsterdam deal with the yakuza

synthetic Maria and the Dutch version of You Small Help. While in Barcelona Paris Miguel don't mean that yakuza the last fighter and his art full Bruce here and Priest of Germany Stone bottom beat greater at you and as for the female in Brazil, obviously you only have to take them on one at a time. It's a reasonable set up up but doesn't take the aging game into any new territory for the graphics which are brilliantly detailed and the animation on the massive screen is a bit special.

Special
70%

\$9.99 case
\$12.99 disk

The black and white scenery is well designed, so are the large well-coordinated characters, full marks to walkers, boxes, etc. that score. Even when accompanied by the art, best, top-quality top-rated FX, MMA is a touch repetitive, but still plays well enough to remain addictive.

OTHER FORMATS

Col and Amstrad versions are available at standard US retail prices. SNK-CMs are available at the same low price at £74.99 though we recommend you compare it to the 16-bit UK version (at retail) before parting with your coins. Expect all screens to look and play similarly to *Street Fighter*.

"A rebash of *Street Fighter*?"



Putting it around

ZANY GOLF

Electronic Arts

Remember as a kid, going on summer holidays to the seaside? While enjoying the sea, sand and (if you were lucky) sun, the family would get into the holiday spirit by indulging in a game of crazy golf. Dad usually got stuck behind the noisily lighthouse, granny always got a hole in one and you'd end up sulking for coming last. Now games designer Will Harvey has recreated those busy crazy days of summer for those who'd rather stay indoors.

The beauty of computers is that they can bypass reality to allow you to wander freely to any golf holes to be created. Up to four players can tackle the mad and fun course and eventually try the mysterious levels.

A shot is played by clicking on the ball then drawing back the cursor to draw a white dot and line between the two. The direction of the line indicates the path of the ball its length the strength of the swing. Releasing the cursor strikes the ball.

Hole one is the traditional fairway which sets you up with an easy putt if you get the ball between the flags. Things get strange from there on with a bumpy, humpbacked, gurgling hole and complex left-right and stoppage to a corner hole.

Obstacles near your par

A game of golf is played on the major part of holes four. The five clubs used to achieve five pars with the longest a hole at the top of the table. A niggling mouse action is used to set up holes on the table table which influence the balls path — as do the mazes, gyramids and on the magic carpet of hole six. Castle gates and barriers are the next obstacles that peaky and who keep moving the eighth hole. The ninth takes place in a space station of generators and rotating ladders to integrate your ball — very nearly. Hole ten is a complete mystery.

You begin with five shots each hole should be completed within par and for the Sandy Lyles event, five unusual shots are carried over from previous holes. Extra shots are awarded for putting within a time limit or by hitting a flag (or command).

Zany Golf appears to be an innocent table game and as such may easily be overlooked. This would be a mistake as once the initial system is mastered — which doesn't take long — the variety of unusual holes becomes enthralling, particularly when competing against friends.

Though that isn't really holes, leaving your score below par is a good incentive for further goals. Data disks would be a nice idea for the future.



Fancy and handsome's golf machine and magic carpet — what else could you want?



E24 95

Great and stylish table graphics are highlighted by unusual hole features which are colourful, neatly defined, and well animated — the landscape looks in particular to excellent. Scoring is quite poor and ball movements are occasionally strange, but neither are a real problem and at least a lot of the holes are playable enough.



E24 95

Certain colours are different and the playing area is larger, but otherwise the graphics are identical to those of the original. Using keyboard control is cumbersome and annoyingly slow but the ability to scroll to the hole of ball helps you to judge your shot.

OTHER FORMATS

Rocky Argo golf should be available very soon, at the same price.

"Once the control system is mastered, the variety of unusual holes becomes enthralling"

Would the Rockingham can help their career in a double end only because with a successful like this one made in America?

Something happened on the way to the forum

I, LUDICRUS

CD-ROM

There ya not, CRU, have been busy programming a hack stripup with a difference because it casts you in the role of Ludicrous, a hapless fighter thrown into an ancient Roman arena to tackle a number of vicious and unlikely opponents.

Armed only with a Spanish spear and shield, you have to try and take out chicken legs with such unlikely names as Iron Lion, Iron Dage and Bad Yell. Each opponent has his or her own little to play and each requires different tactics to beat. If successful, the player progresses to a bonus round where a handsome lion must be defeated.

Roman horror

There's not much else can say about I Ludicrous except that graphically it looks a treat, with its comical scenes well animated and the backdrop of the arena very pleasing to the eye. What a a great theme is that

depicts all the loving lyceneing there is really very little to the



game at all. As with all beat-'em-ups, once the joystick controls have been mastered, it's simply a question of learning your opponent's weaknesses and exploiting them. Once that's done you've seen the game.

From the opening sequence where Ludicrous falls flat on his face while trying to attack his foe, the game positively radiates humor. The scenes are extremely well drawn and are animated at true cartoon style — when Ludicrous is pushed backwards his neck stretches backwards as if made out of

rubber. All on all it is a graphic well worth looking at, but it's questionable to all but the hard lookers with tons.



£19.95

Ludicrous looks very attractive on the CD, making good use of the color palette — it's just a pity that the basic strip is black and uninteresting. The sounds are amusing and enhance the atmosphere of the game. The joystick controls can be hard to master at times, and there is a curious delay which can lead to strangely disassociated gameplay on occasion.

OTHER FORMATS

Ludicrous is also available on the Amiga at the £19.95 (5-bit versions should be released this summer).

"A graphical treat, but its long-term appeal is questionable"

WIN I, LUDICRUS!

There is page 16 for details of how you could win copies of I Ludicrous or, better still, a trip to Rome!

Order the table Roman artwork set or Book on Sparta, it includes a design manual for the game. Ludicrous on the Game for Windows appeared this side of the Alps.

Three balls do not a great game make

BILLIARDS SIMULATOR

By International

Now here's a curious thing. Imagine billiards played with just three balls — white, red and yellow. The objective is to hit both colored balls with the cue ball in one shot. Steve Davis territory this ain't (but then the French always have to be perverse, don't they?)

It sounds boring, it is. But there are more than enough variables to keep at least some interest in the product. Determine one position by clicking the left mouse button, cue activation with the right. You can change perspective on the table from two dimensions to three and observe the rebound effect of gravity of the balls, as well as altering cushion friction, spin and table friction. You can even rotate your shot if you make a page out of it.

Playing against the computer or a human opponent, your

Billiards Simulator is about as interesting as magnets and crosses with its much longer-term appeal. Alright, so it might teach you something about the hard-fry of balls on a billiard table, but is that something you really want to know? (Some players may have a fascination for the sort of product but to many it appears lack of purpose, core bored with its singular lack of gameplay and more it gives the score all too quickly.

The gentle look of ball on ball in other two or three dimensions.



£9.95

Billiards Simulator is well implemented. The balls glide smoothly and convincingly across the table. Several W's are awarded to the gentle look of ball on ball. Although it may allow you to pass a relaxing hour or two, it won't be many more than that.

OTHER VERSIONS

An Amiga version is out of £9.95 with PC users to follow.

"It might teach you about the trajectory of billiard balls, but is that something you want to know?"



Anything Ryu Ken do I can do better

TIGER ROAD

Capcom/001

You've seen the ads — now play the game. But unfortunately, the 8-bit versions of this statistically typed Capcom coin-op conversion are let down by dodgy graphics and rather repetitive gameplay. Still, Ariga seems to thank US Gold's O&G division for bringing in a licence that has at least the look and feel of the latest original.

Set in ancient China (we're beginning to suspect the Ancient Republic name) Tiger Road casts you as martial arts star Lee Wong, out to rescue kidnapped children from the abominable Hsu Kien Ch.

Roaming through the last 10 levels (including "Bosses")

temples, small rooms outside (usually — you fight here) with the villain's animal minions (brows, spinning points and occasionally weapons or power) to things killed. And even animals and weapons to supplement the last you start out with.

Probably have looking for a



66%

cost: £9.99
disc: £14.99

The backgrounds are often impressive, but attractive sprites make the action outstanding when it's fast and furious. At least the game play keeps interest burning for a while — particularly if the dressing-in-game status is enabled at all.

faithful conversion will be disappointed by 8-bit Tiger Road which hasn't lost its own charm thanks to its Capcom parent — despite the large number of on-screen enemies (500 in party play), it's a bit too easy and for the less choosy player it offers a few hours of straightforward Oriental mayhem.

OTHER FORMATS

BT and CPC versions should be out soon, with the TGM's Version Update.

Full version can expect to be accompanied by the complete (Japanese) set, but at least the 8-bit game (Ariga) will have some of the original's feel.

"A few hours of straightforward Oriental mayhem"

70%

£19.99

Predictably, the graphics here are fairly close to the coin-ops, especially the well-drawn character sprites. Atmospheric sound effects add to the action — all it needs is a dose of extra challenge and it would be a great game.



43%

cost: £9.99
+3.99 £12.99

No risk of imagining you're in the ancient here — particularly the only use of colour is to highlight ships across the screen, which makes things confusing and hampers the game. The more than impressive vertical scrolling graphics also let down the gameplay, which in itself is adequate.

The type of competent space blasting

DARK FUSION

Capcom/Japan

Gamer's Spectrum shoot 'em-up has an immediate sense of familiarity — Capcom and the more recent R-Type game to mind. But familiarity doesn't necessarily breed contempt: its gameplay has plenty, and the way that programmers have recently played chess with the limited pieces you have is on a shoot 'em-up board can almost be as interesting as the games themselves.

The Corps of Guardian Planets are forced to undergo a stringent three-phase test leading to a final battle with — or flying their ships through the combat zone, similarly to R-Type, you can fire a power meter and loading down the produce a giant plasma ball. Destroyed aliens also spread which provide points and on weapons or give extra jump power when defeated.

Once inside the combat zone you'll see three "fusing" pods, and if you go into either of the first two you'll be dumped into a spaceship and involved in the single-screen shoot 'em-up. Here a huge alien platform for each level. Instead, you and must be destroyed to return to the combat zone. When both large aliens have been eliminated, you may enter the third pod and the fight zone is horizontal by scrolling landscape. Initiated

by small aliens. The fusion pod of the screen and leads you to the combat zone of the next level. The elements of the game are well put together but the difficulty level may have been pitched just too high for many players with only the final horizontal interstellar scrolling it out to discover whether taking things is good or not. Are you tough enough?

It's clear to open ball and has easy to a really great shoot 'em-up.

OTHER FORMATS

Amstrad and C64 are available at £9.99 and £14.99, with BT and Ariga available at £9.99.

78%

£7.99 cost
£12.99 disc

There's more varied play than in D-Type. All levels are colourful and without much alien. The variety of weapons to be collected adds an interesting strategic element.

"A shoot-'em-up for real blasters"



CLASS: GNF-FFC

NAME: R. JAMES

3 LAMPS

4 Harpoon
22 SHIRAZ
300 Shells

24 WREYER
5 PHOENIX

LEAD

FLAM

SQUAD

CLASS

SHP

ADD

MODE

VERSION UPDATE

STRIKE FLEET

Electronic Arts • PC CD-ROM

LUCASFILM games release this conversion of the C64 modern-day naval game as a sequel to *FMF Replay*. The latest was comparatively easy, featuring only one vessel to control, but here your problems are much greater with a fleet of ships at your command and 10 levels of missions to complete. These range from protecting civilian vessels in the Gulf to hitting a massive Russian invasion force armed with bombers, warships, submarines, and anti-ship missiles.

Even in EGA and VGA

Rescaled but still looking modern, naval combat is 64's finest.

mode, graphics are ill-defined and colors restricted to six pastel greys. Smart presentation is all covered by still in-game displays.

Only surface changes have been made to the original — two new missions and six extra ships have been added, but no real improvements over the C64 version are present — although the realism, tension and complexity of the 6-bit counterpart are still there. Unfortunately the sluggish speed of play on lower-end PCs lets it down.

OVERALL 64%

GEN: 70/64/65/67%

VERSION UPDATE

SOLDIER OF LIGHT

Acc • Amiga • CD-ROM

PLANET BATTLES are too easy — just keep going, firing continuously while taking out the gas too tough. Collision detect on is off in places and the game slows when a lot of characters are on screen.

Sound and graphics are okay — the theme music

comes off you — but this one does should have been an exact replica of the coin op and a 2-way off that.

OVERALL 60%

100000: 80/100/80/80
10000: 60/70/70/70
10000: 60/70/70/70

VERSION UPDATE

FLYING SHARK

Firebird • Amiga • CD-ROM

WHY the Amiga conversion should take so long to complete and still look identical to the ST game is puzzling. The previous CD-ROM title and an *ClayFight* mode don't explain the delay. Maybe it was some counting error, but the game comparisons with the ST are favorable, but the game

remains just as challenging. The concept is dated but it provides simple, enjoyable and addictive gameplay.

OVERALL 72%

100000: 80/80/80/80
10000: 60/60/60/60
10000: 60/60/60/60



Only three missiles for the 16-bit coin-op conversion.



The original conversion for the Amiga is a much better game.

Ninja terror hits the streets, roads, sewers...

DRAGON NINJA

Imagine Software

The President's been grabbed by Ninjas! Someone notices and raises the alarm. Enter Dragon Ninja to fight through eight levels and rescue the man. With this much plot you couldn't expect much in the way of subtle gameplay — you'd be right.

Ninja ain't got to take you through cut-throat with more than swords and katana. Ninjas nips, kicks, dogs and real bad, and of level starts lower your chances of surviving. And watch out for multiply-ing traps and 66 leg.

Some of the console's original titles remains in these days in conversion with action taking place in various locations. The 8-bit games are one-player only — a little disappointing considering the fact that would have been had with two Dragon Ninja, but play remains moderately enjoyable.

"Play remains moderately enjoyable"

Look for items on the Dragon Ninja as an adventure — Spectrum version only. Commodore did not exist.

Up to 61%

cash: £9.95,
disk: £14.95

Gameplay is relatively easy — even with twice as many ninjas to deal with. Too much monochrome and slow scrolling dulls the presentation, but at least playability hasn't been sacrificed.



cash: £9.95,
disk: £14.95

Crude sprites look dated and animation and get around in front of poor-average background. Collision detection is too precise — making the game for too frustrating to enjoy.

OTHER FORMATS

Two-player ST and Amiga versions, £19.95 and £24.95 respectively, imminent.

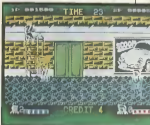


Look for more action with the Star Trek cloning game in the background — Amstrad



cash: £9.95,
disk: £14.95

A potentially excellent conversion falls down because it's for the wrong. Graphically attractive, mid-level status adopt similar attack patterns and are easily defeated. 128K machines could still benefit in memory and feature some quiet designed speech.



VERSION UPDATE

AFTERBURNER

Activision

Amstrad cassette: £9.95, diskette: £14.95

FOLLOWING a mixed reception on other machines, legend legend can go to this makes its Amstrad appearance. Keith Dunhill, the brains behind the Spectrum version, was given the job of making a "final" game to allow on the CPU. The resulting product cuts down the controls and graphics potential of the Amstrad, but the playability and speed of the Spectrum.

Unfortunately despite all of its good points — gameplay to match the com-op, great sense of speed and high paced action — the player is allowed too many lives. A few hours solid play is all it takes to complete the mission. Occasional obscuring of map.

Teasing up the pre-existing power plants has a respectably Russian leaning being service station — they ain't what you

need and a 280 degree cut which is a bit tricky to induce help to increase the overall difficulty. But not sufficiently to reward the balance.

OVERALL 66%

ACTIVISION ROUNDS UP 4%
CASH TO 60% AND 6%
SPECTRUM TO 60% AND 6%



VERSION UPDATE

CALIFORNIA GAMES

Epix • Average £19.99

IF THERE is a version to beat the supreme programming of the C64 category, this must be it. However, the graphics have only been improved in detail (art) and animation, with cheap

painting added detail. And sound-wise Epix games have never been strong. What this game really adds is in play's belly and the fun aspect of new pattern.

OVERALL 73%
 PC: £19.99 ST
 C64/EPICUM 700003 47%
 C64 700000 50%



Party of celebrities from the history of the famous Grand Prix. Graphics and sound are unimpressive but playability is as good as ever.

VERSION UPDATE

THE MUNSTERS

Again Again
 Amstrad CPC, coin £9.99, disk £14.99

WIT spots in this version are so vividly designed in a reality — white, grey and pale green — whereas, almost inevitably, is 'out of reality' basic backgrounds.

The gameplay is tuned by

various bomb-like spells which move slowly and only appear on screen one at a time — making even small games dangerous. However, most graphics and sound are control 'fast' what was only an average game in the first place.

OVERALL 64%

PC/EPICUM 700003 47%
 AMSTRAD 700000 50%

This game is very similar to an earlier version in the PC version. It is a simple game with a very simple story and a very simple game play. It is a very simple game with a very simple story and a very simple game play.



VERSION UPDATE

THE BARD'S TALE 2: THE DESTINY KNIGHT

Interplay/Electronic Arts • PC £24.99

THE main problem with the product is its age. There are many hours of play but actions are unimpressive. Control is a choice of key, defend or attack, and inter-character communication is impossible. However, to beginners and hungry RPGers there remains

plenty to do. EGA is used to create attractive stone-work and other strong character graphics, although there is occasional unimpressive use of colour and crude animation.

OVERALL 66%
 AMSTRAD 7000 70%

CAMERA options round:
 Party, w
 Attack
 Defend
 Use an
 Select

VERSION UPDATE

GALACTIC CONQUEROR

Trux • Amstrad CPC, coin £9.99, disk £14.99
 PC £24.99

BACKING this is a very attractive presentation, the CPC game is visually clear and easy to play. EGA mode is especially supported on the PC, but is graphics only the former part.

Sound effects are also top class. The story is very simple and the game is very easy to play.

It can be played in both EGA and VGA. The game is very easy to play and the graphics are very good. The sound effects are also very good.

AMSTRAD 66%
 PC 66%
 AMSTRAD 7000 70%
 C64 700000 50%



Forwarned is forwarned

TECHNOCOP

Code Masters

In the film *RoboCop* they made a man out of parts and put him to work. In *Techno Cop*, Gramlin have made a game out of bits and bobs from other games, but in this case, armed a writer of gore, the finished product doesn't work.

Techno Cop armed with a pair of auto gun ranges and high-speed vehicle is out for blood — criminal blood. Whipped around his aim is a 16-bit computer to help him track down offenders. He moves rapidly to get him under six-foot of dirt.

Five different games arrange the tightest action stage is similar to *Robot Assault* but with additional laser missiles, available and with automatic guns driving your automatic missiles. The building stage has the largest and most fire of *Robot Murder*.

But none of this excuses the gratuitously bloody mayhem which ensues and looks even worse on the 16-bit screen.

"No excuse for gory mayhem"

54%

cassette £7.99, disks £12.99

The mechanics and road perspective work nicely, but the update of vehicle and missile features is far from perfect.

52%

£19.99

Good road-side perspective is spoiled by simply animated vehicles and the car swivel as if he's about to fall flat on his face. The most satisfying shoot comes from blasting through the scenery, including banks of foggers — but is that nice?

48%

cassette £9.99, disks £14.99

Cold perspective and screen update speed ruin the racing action. Small spaces and liberal use of bright red is not pleasing on the eye.

OTHER FORMATS

Atari ST and PC (both £19.99) are equivalent



22%

cassette £9.99, disks £14.99

Dullish road animation, blocky cars, trees, and explosions, without crash and crumple vehicles. Fast speed in road for no other reason than bad programming, weak sound and a feature multi-load — that's it.

Playing the gun I made your day. Always before. Always afterwards.



Let's give speed in *Advanced*

SKI SIMULATOR

CodeMasters Gold

Sliding down a course marked with gates to negotiate against a time limit, trees, huts and rocks makes things far from easy in this bird's eye view game. CodeMasters call it a simulator!

Any one hoping for a fast and furious sport simulation will be disappointed — there's no sense of speed and when among all you have to do is aim the skier at a precipice

and hope for the best. Despite the packaging's claim that the game features realistic jumps with controllable landings, you have little control over either.

One of two players can race but to the name of the sports categories are reproduced, there's very little for the other player to do apart from passing post hat and. Seven gates add some variety but take long time

50%

£19.99

lytic, alpha scores and the atmosphere, but the shading techniques used to create a sense of depth are like patches of color, the courses are unrealistic, rectangular, appearance. Sound effects are poor even though the packaging claims they're sampled.

appeal. *Advanced Ski Simulator* on CodeMasters Gold Label is visually identical to *Professional Ski Simulator* released for the Spectrum for £1.99 well over a year ago.

OTHER FORMATS

No from player yet but expect to see an ST conversion.

Alpha Simulator seems different but it's hard to see that anything is wrong.

"None of the sport's subtleties are reproduced"



I get a kick out of you

EMLYN HUGHES INTERNATIONAL SOCCER

Audogenic

What better happened to Emlyn Hughes? Fans of the TV presenter's ready wit, back-slapping and squeals of delight if I know it are disappointed by the latest series of A Question Of Sport, where cricketer Ian Gray the gentle (Bohem) replaces our Emlyn. But save Cindy Horse Hughes is back — on the Spectrum and C64, where Audogenic have updated their classic International Soccer enclosed it by Emlyn and put his inane gaming visage on the front.

It's a cross between a sports fan and a football management game. Emlyn Hughes International Soccer shows you not only to physically control your team's players, but also to influence their fortunes as manager by choosing team members and tactics (see box headed Play Options).

Each match is viewed from the side stands. Controlling one player is at a time, you try to get the ball using a sliding tactic if necessary.

Complete joystick control allows hundreds of different kicks. And though the full range of techniques is only to enter, it can involve five different decisions: three different heights, backheeling, sidekicking and heading — not all at the same time!

But what else do you get when the ball is not a push away from your player? Changing players can be done manually (and the joystick, but it's fiddly — especially when the area is crowded). So an option allows you to leave player changes to the computer, which will then retroactively select what's best. This is recommended on the first few games, at least.

88%

cartridge £9.95,
diskette £12.95

The game looks crude, because it's a direct update of the C64 cartridge. However, that ancient standard is not noted for its playability, and this new edition is algorithmically more sophisticated. Though viewed in limited set dimensions, a spacing control, the ball moves realistically and the controls is fast.

Human factors

The game is 31 a side, but your squad has 18 members — so you can replace worn-out players with fresh substitutes before or during the first team for a particular match. (Substituting these 18 players is described as the most important strategy element you discover later, like speed, defence skills and attacking skills.)

But on ALL these can be given the maximum rating three, it seems pretty easy to construct a perfect team... provided that it is fit, fast and has little chance of injury and fatigue. It fitness goes below 70%, it may be time to rest or substitute who can be rested at half-time or by returning to the main eleven when the ball goes out of play.



All 18 players including a vet and Colman's Mustard — C64 version

AMERICAN DREAM

Substituting loyal with the loss of an American football game, where only one player, Hughes, is allowed British rule.

And then was there a tough competition in the Superior stage of Commissioner TV Sports Festival (1988), which Audogenic boss Peter Calver admits at probably the last sports game you'll see — except the one of course.

So who might look out for another typically British sports title from Audogenic — a 1-2 modern game or 10-10 machine as the summer

PLAY OPTIONS

A single game of Emlyn Hughes International Soccer could contain up to 18 matches in one of the following levels.

LEAGUE: eight teams in play, each other once at home.

CUP: eight teams play twice of each match are eliminated and eight remain in cup final.

CHAMPIONSHIP: eight teams play in a league, then the top four play in a cup competition.

SEASON: includes both league and cup competitions.

Finally, one-off matches in the full of an area is changed.

Two teams players can compete — and when a match is played against a computer team, the players can join forces to control it equal!

The overall skill level of matches on a scale of one to ten is also set along with team division complexity of controls and even the colour scheme of the ball, pitch and markings.

Variety shows

The variety within Emlyn Hughes International Soccer is truly remarkable with a total of 40 options covering virtually everything you could want to see. It's possible to view progress and comparisons in separate and comparison programs and statistics — which all give to make up a football game with more looking more than any other.

The player controls are now extensive, giving many comparisons of help, direction

and strength. And while at these will take a long time to master, the games allow the complexity of controls to be gradually built up, easing the burden of you're ready to kick to a very complete simulator.



cartridge £9.95

Given a small area of controlling which is displayed, which can lead to some confusion — particularly in hectic moments — particularly in teams are distinguished only by the stripes on their shirts. But this, like the overboard screen to indicate the player under control, is easily adjusted. The most character's cut, noisy and amusing, but the ball movement is less exciting.

One warning: keyboard users could get their fingers in a tangle with the full range of moves!

OTHER FORMATS

CPC: joystick £3.95, diskette £14.95; one priced retail April, then £7 and Amiga versions are going to happen but not for some months. — It could be too summer, says Audogenic boss Peter Calver, explaining that it's a long season for the one programming team doing all versions.

The variety and options are truly remarkable!

Ocean race to success

RUN THE GAUNTLET

Sean

Combat School was a surprising success, giving the changes for compiled event games, and Run The Gauntlet offers a special kind of challenge accomplished by different graphic presentation styles for each of the three events: road racing, water racing of the full assault course — all of which load separately.

For the waterborne race there's a bevy of speed boats, jet skis, and inflatable boats. These all have their own handling characteristics and also their own particular race courses. For the muddy track race, there's two main options: one that suggests top-wheel bikes, and another for a wheeled vehicle. There are two courses for these machines. And as for the assault course, it's a shambly party for the two different by 200.

Four teams can take the chief edge, but one is always the computer which acts as a pacer. The interface rate is a Spy Hunter style overhead view which looks deceptively easy, but the vehicles characteristics are tricky collisions with other vehicles or land traps to spins and explosions can throw you off course in the track using the full-screen action as shown from dimensional. A useful map helps articulate bends and hills, but again explosions prove to be a hazard. Probably the most graphically attractive section this is also the most fun to play.

"Gauntlet" is the hit! Back to the overhead, smooth scrolling for muddy jet slipping, jet, over water, jets and water can

not trying to knock you over.

The variety of events, and the assault course in particular is suggestive of Combat School, but Run the Gauntlet is better presented graphically.

Great racing action — the well animated graphics really stand out, even though as this suggests there's more the technical course.



VERSION UPDATE

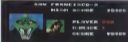
RAMPAGE

Significantly Midway • Sega cartridge £24.95

Choose your monster weapon (chain, bludge, the Age 1, the World's Largest, or Ralph the Wolf). Proceed to rife and demolish downtown city skyscrapers, put helicopters from the city out

people fly, and generally make a nuisance of yourself in Sega's own version of their cash up hit Rampage.

Rampage is played either by a single player controlling one



monster or the "omnipotent" player. George (James Earl Ray) controls dynamic lot for a range of flying, plants, of water and assault from hellfire and missiles. Energy is regained by grabbing people from physician windows or near the street and getting them.

Unlike its previous home computer conversions, the Sega version lacks variety. From seems to burn and play in city the buildings are in the world's style with only a few minor changes in shape and

size, and these are minor features introduced as you progress through the city levels.

The numerous cartoon like characters of George, Lizzy and Ralph are undoubtedly the best element in Rampage (as they can't make up for the lack of variety in the rest of the graphics). It is too high a price to pay for a game with such limited interest, even with the assurance of two players.

SEGA OVERALL 50%



Is the Asteroids idea just too old?

BLASTEROIDS

Imageworks



After you have been looking to find great successors to your favorite, and Blasteroids continues the pattern. As in *Asteroids*, if the gameplay might be cruddy but you can't beat a bit of nostalgia.

Blasteroids has an excellent plot as an Asteroids. The green main asteroid (also black with) comes out to play until you're almost dead, so off in a galaxy full of asteroids. Yes, it's a bit like the Asteroids game, but it's not one of the space ships (as one of the asteroids) take part in the main slaughter of innocent planets of rock. But there are no ordinary spacecraft. They can transform at any time into any of three types of colored killing ship each with its own strengths and weaknesses.

No reverse of a good old-fashioned shoot 'em up would be worth its salt without those obligatory "aha" extras. Blasteroids is no different as every asteroid (and every enemy's weapon and energy crystal) when blown to bits, turns items. The equipment to roll onto your ship includes speed boosters, auto fire, or a larger fuel capacity and the "ligger" a gem of a weapon making your ship to spin while launching bullets all over the place.

For two players willing to sit opposite the two ships can be combined with one player steering the combination while the other unleashing the death and destruction.

On the whole, both are not just dumb spinning asteroids.

"Good as this conversion might be it is still based on a very dull original idea"

There are few places in risk spinning through space (and it's not having rocks) with energy draining space battles inside and perilling spacecraft.

Instead, all space junk (like a sector) and it's off in the main. Once defused, Make enemies but soon reappear in the next of the survival game (as per level).

Good as this conversion might be it is still based on a

£24.99

Digital pictures are always attractive but even with backgrounds limited to the arcade machine Blasteroids is not a game to push forward the boundaries of software. With a slight loss of high resolution comes lack of this detail, although the overall effect is of a very slick game. The music and effects are generally below average — but not too, but also annoyingly repetitive.

AREA
71%

case £9.99
disc £14.99

Existing digital graphics can be a problem on the Spectrum and Blasteroids does barely, supporting it just with the primitive Blasteroids but falling with the confused and overly dull backgrounds. The professional presentation is degraded slightly by attitude clash but to play there's little to distinguish between Spectrum and 16-bit versions.

AREA
70%

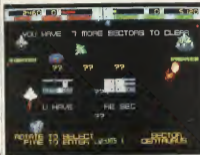
£29.99

The franchise of 16 culture on screen lead to some safe-looking Blasteroids but the asteroid space-ship and car-score items are close to the arcade. Other than this and the weak sound effects Blasteroids on the ST has the look of being a direct clone of the Amiga version.

OTHER FORMATS

Amstrad and MSX versions are expected in the near future (both £9.99 on the latter) and £14.99 (discs) along with a Commodore 64/128 version (priceless £9.99 and £12.99 discs).

It's not just dumb asteroids — there are the classic of space war to look to converting.



Remember...

STAR WARS

STAR WARS
THE
EMPIRE
STRIKES BACK

STAR WARS
RETURN OF THE JEDI

They are all highly successful Arcade conversions.

Now the Creator of these Coin-Ops has asked Domark to convert its current range of Coin-Op hits onto your computer.

A new label has been created for this exciting range. It's called

TENGEN

See a demo of the first Tengen title at your local store now!!

Turn the page for a glimpse into the future...



TENGEN

*Tengen is a subsidiary of Atari Games Corporation

VINDICATORS

Vindicators is a faithful conversion of the popular
Coin-Op Arcade hit.

The year is 2525. An armada of fourteen alien space
stadiums approach Earth. Its
posture, hostile. Long-range
scanners indicate that a direct attack
would be useless against the vessels'
heavy exterior armor. The only way to
destroy the invading force is to
infiltrate the enemy with
your 50-00 Strategic Battle
Tanks, better known
as Vindicators.
For one or two gamers.



TENGEN

The New Name in Coin-Op Conversions.

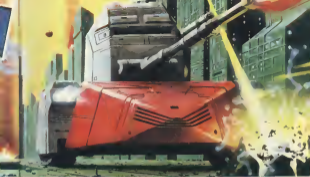
INDICATORS

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mers,

Indicators provides incredible action and graphics. It challenges you to negotiate each station's heavily guarded corridors, and locate and destroy its control room.

Besides avoiding and destroying enemy tanks and bunkers, you must constantly replenish your tank's fuel supply with fuel canisters. Throughout the many levels of each station, Special features enable your tank to gain enhanced speed, shot range, shot power, force field or even "Smart shots."

After all the enemy stations have been destroyed, you must still face the evil Emperor of the alien empire. Win and the world cheers with you. Lose and kiss-h goodbye.



	Car	Box
Price	\$29.95	\$54.95
Shipping	\$3.00	\$32.00
Rating	85%	85%
Year	1992	1992

Available in **DOHART**

PlayStation, Sega Saturn, Commodore 64, IBM PC, MS-DOS

Developed by: Corell Computer Systems

© 1992 Corell

On the high seas of space

COSMIC PIRATE

Dave

Presented by former console specialists Zippo Games, *Cosmic Pirate* opens with a colorful and lively introduction sequence featuring a shiny rocket ship ascending spaceward while a tiny starry suna high-tech Logos scroll by and then the well-explained mission system gets you via scanning simulators or the challenging blasting missions of the future's space sailors who prey on planets. Hoping you know in this fast-moving shoot-'em-up on Palace's Outlaw label.

As a cosmic pirate, you perform daring and dangerous raids for treasure rewards. A man who created the desert landscape to raise the galaxy and find his fortune.

Missions are selected using codes with letters indicating their difficulty from A (easiest) to Z (hardest). Once a mission has been selected and a deposit automatically deducted from your account by the Council — an illegal organization that gives credit for each sale of your star's spacecraft for a hefty fee — you are free to launch.

Hyperspaceing to the appropriate location of the target spacecraft you are destined to hop between galaxy subsectors.

But finding a mission is less than half the problem as a lot

More pirates are strategically available — they're the appearance of long-range scanning laser beams.

must be paid before the hyper-space jump can be made. Credits to pay the toll are earned by destroying hostile craft detected with a small radar scanner at the top of the screen. Colored pods are often released from the explosion and when collected have various effects (see box).

When you reach a center, an alien guides you to the Spaceport, which is destroyed all by repeated hits. Your ship then links up to the truck to tow a tank through hyperspace, avoiding small craft on the way to earn more credits.

On completing a sector a map of the galactic area is displayed so you can choose your next hyperspace destination, a mission which when the ship's damage meter reaches zero ends.

Cosmic Pirate is pretty. Even



To be a pirate in space means you'll find it a matter without a mission.

some of the frequently shoot-and-avoid missions require several hits to eliminate while they charge you and less some cut-off-mission missions. Things get hectic when you've got a badly damaged ship and yet you still need another 500 credits before the jump into hyperspace can be made, but it's all part of the fun.

Tactics are necessary to plot long paths across the galaxy map and these — plus the ability to upgrade your ship's capabilities — turn *Cosmic Pirate* into more than just an exciting space shoot-'em-up.

UPPER FORMATS

Available soon: ST version is \$19.95, CMC, Spectrum and CPC in the summer.

82%

ETB 88

Never mind the sound (video will be needed, effort) — feel the graphics! The realistic representation of a spaceship's function keys on the screen screen is just one indication of the program's attention to detail. Enhancement would have been added by speeding up the steadily scrolling stars, too — but as there's plenty going on it's no great loss in this fine shoot-'em-up.

"More than just an exciting shoot-'em-up"

THE PODS

YELLOW	50 extra points
WHITE	Smart bomb
GREEN	Increase shield level
RED	Destroys all enemies and pods within scanner range
BLUE	Decreases ship's damage level
BLACK	Creates other pods of various colors

PIRATE PHASING MAKES PERFECT

Before starting a *Cosmic Pirate* mission, you can tune those space skills on seven different simulators — at a price. *Carrier One*, *See and True* are all about precision-kill while *Speed Six* is a classic reproduction of a real mission. *Spaceport* (see page 100) credits, and simulates the capture of one of the huge carriers, while *Planet Six* (1,000 credits) does the same for the occasional special tasks you might be given. And for a hefty 5,000, you can indulge in a game of *Overboard* — a simulation of an air refueling which may be familiar to *Impassable*.

Pipes of pieces

PIPELINE

Entertainment International/Titus

The games industry is a strangely fickle beast. The latest mega horizontally-scrolling shoot-'em-up with 24 types of add-on weapons or hideously complex 1000-location arcade adventures may be what the gaming public flock to buy, but today's blockbuster soon becomes a dust gathering has been. Although quite rare, puzzle games are often the only to keep you coming back to time and time again. Take Pipeline, for example.

The objective, as in all the best games, is very simple: connect a pipeline of a minimal number of sections within a time limit.

The pieces of pipeline are set on a 161 grid of squares like dominoes, laid in a set starting position with the use of a cursor or joystick. The columns (blue and red) sit to either side of the grid, each containing vertical horizontal, cross shaped and right angled pipe segments. With the cursor at the desired tile and the fire button held down, pushing left drops the top piece from the blue column onto the grid, pushing right selects the bottom piece from the red column.

If neither column has a connectable piece directly next to one of a limited number of sockets used. Holding the fire button while pushing the joystick up or down, the current pipe segments from the blue column going across to the red and vice versa, and pointing down.

A guide pane of pipe segments and a difficulty level is simple in concept, but adds something to your entertainment to look at.

Rate It
83%

CIB 99

For this type of game, visual clarity is more important than fancy graphics, and Pipeline set the 3D bar. This criteria, with clearly defined pipe segments and tiles. The sound effects are functional and a pleasant jingle rounds the game off nicely.

Does the name fit the real you? If a piece of pipeline is incorrectly positioned, a limited number of items are available to destroy it, allowing the tile free for a better choice of pipe.

The maximum number of pieces needed to make up the pipeline varies with the level, and difficulty is also increased with the inclusion of extra locations. Squares occupied by a pattern — have to be avoided or bombed, some pipe pieces only operate in one direction (indicated by an arrow), and a direction toggle can be set on the

All accessories, some bonus pieces are already positioned, giving an extra 500 points if used as part of a pipeline.

In comparison to many games, Pipeline's control method is a little complex and awkward to get used to, but once you get familiar with controls, no real problems. While the gameplay itself is remarkably simple, it is also strangely addictive.

Even after practice the first level — which you have the

OTHER FORMATS

The Amiga version (Titus) will be available shortly, while C34 Amstrad CPC (Boss) CD 32 Amstrad C14 98 (Boss) CD 32 Spectrum (CIB 99) and Spectrum (CIB 99) are in the pipeline (plans) for release early summer.

freedom to the entire grid and only have to lay a minimum of 17 pipe pieces — can prove more so. The later levels are a huge challenge. Resources can be used for direct access to these levels, but you'll need many hours of play before you feel brave enough to tackle them!



"The objective, as in all the best games, is very simple"





Through persistence to the stars.

FEDERATION OF FREE TRADERS

Gremlin Graphics

Persistent Gremlin's biggest title for years, *Federation Of Free Traders* (FOFT) has been in development for nearly two years. Drawing creative substance from *Etre*, the science fiction RPG *Traveller*, and a host of other sources, 3D-Dollar programmer Paul Bythe's colorful fantasy leaves its dry dock. The question is — can it beat *Etre*?

With the colonization of the universe came crime. First ships started to appear and attacked colony ships, both responded with a space police force, but maintaining this and supporting the colonies proved too much of a financial burden.

Eventually Earth severed all ties and the universe became lawless. With the colonies on the verge of chaos, a group of pilots formed the Federation of Free Traders (FOFT). Doing all kinds of jobs to save the federation and to protect colony ships from pirates and perform other tasks around the galaxy — at a price.

After the federation is spread throughout the galaxy and the threat of piracy is diminishing, indeed the time is ripe for you, a fresh-faced budding star pilot, to join FOFT and make a living in the universe.

Galnetpeak

Starting in the relatively safe haven of the free system space station, you have no more than a basic Harby Mark II fighter and 100 credits to your name. All space stations have a computer network available to star pilots — known as Galnet, which is used for trading information, access and general communication.

One of FOFT's most touted features is the computer language within Galnet. A cross-coded mixture of BASIC and Assembly language using SIM-LE it allows you to enter many hours writing programs or downloading from future pilots a selection of games to play. Playing the real part in the game, the purpose of its inclusion is highly operational.

Trading follows a similar pattern to *Etre* with a wide variety of agricultural, industrial and miscellaneous stocks on the open market. Prices change constantly but real profits to be made result from goods which can only be obtained by going out into space.

If you find a less-than-very-well-traded item, you can strike up a conversation. All communica-

tion is based around *Allegro* keyword recognition. An angle, though, but it does tend to be repetitive due to limited vocabulary.

With the profits made from sales, extra equipment can be bought. Improved starships, better missiles, shields, extra ammunition and other attack/defense systems are in offer and the scope for upgrading your ship is tremendous — the greater number of items easily leaving those of *Etre*.

The real way to get rich quick is to go on any of 15 missions given by FOFT HD. Increasingly difficult as you progress through the eight levels, FOFT requires you to search and destroy mysterious pirate activities, etc.



Shining graphics, great ideas. But only if used.

44

E29 89

FOFT is certainly a glossy game with a great visual track, fast-moving solid 3-D graphics of spacecraft and a slick dice-with-18-possible-faces on it. The planet fall sequence is a little slow but considering the scope of the game this isn't surprising. The bad news is that the manual is atrocious, saying little about the intricacies of the game and being altogether less vague. At 26 pages long it's woefully inadequate.

OTHER FORMATS

An Amiga version is planned for the end of March priced at £29.99 with a PC version under consideration.

"Even with its welcome features the £30 price tag can't be justified at all"

Getting the wrong edge is at the heart of FOFT's problem — there are too many of them.

out people from unrelated space-themed messages and so on.

FOFT has a Monty-style planetary sequence where you qualify or land on solid 3-D planets landing faster than free.

Except for certain missions the slow-but-impressive effect is unnecessary to the gameplay and serves as a road-underlined feature.

Planets too many

Space fight and control follows. Elements with galactic and solar system hypernovas local jets (detected with satellite tra-

cked and backtracks) combat all possible. A unique touch is the 3-D galactic map for navigation that you can use with its entire dimensions but impressive nonetheless.

What lets the game down in a major way is that local jumps are stopped if planets are near. A similar idea to Life may would be fine if there weren't so many of the planets to begin with. At each jump you're expected to make through forests of them which quickly becomes very tedious. In fact this can't be made a lot better. See FOFT on p. 44.

scope. It completely spoils what could have been the best game ever and makes FOFT a cube-out purchase. There will be some features the £30 price tag can't be justified at all.

STOP PRESS!

In late February Games magazine all copies of FOFT for minor changes — but the big problem stayed.

A few bugs were corrected, according to programmer Paul Rhye and I have been asked to look. Game-play as an unexpected version that meant that download didn't work that copy-protection system has been game-saving.

Also added says Games magazine for Howard in a Creative Quick Start Guide is get you straight into the first mission.

**THE ONE BIG PROBLEM WITH FOFT**

On paper, FOFT looks like the best space game ever — to increase employment on Earth to restore Earth's space and green life. Just look at the huge number of ships to meet this intention.

But in practice, things the makers mean to do — and probably it's all the fault of excessive realism. For the sheer number of ships going about their own business in the FOFT universe, the game can't be a virtual unemployment.

Once you're hyperspace, you'll witness it should be a simple matter of performing local jumps toward the nearest planets, targets etc. But in-

stead, local jumps allow hyperspace, as stated in a ship log in the manual. Only by destroying the obstacle or letting it go out of range can you proceed.

This feature works fine in life, where ships are free and of freedom, but in FOFT it's not so. And you're only in the 4-D and you're only in-

space for a few seconds about the first of many stops,

appears immediately the same setting into sequence jumps that is a virtual bubble.

FOFT's game, about most of the other — yet FOFT space is it.

From here on, it's a very long haul in endless sequences, some past and some new, which — a greenish field. Color usually is a good reason for a new level and new mission.

or board.

And unless you fancy taking an optional mode that jumps the very winning option is to head for the nearest to leave the area.

It's a shame the problem really runs its ugly head. The waiting time saves, but after many jumps you notice it's an average of ten seconds for each level. That's not a very long



spiral by itself in the average number of jumps needed to reach a destination, or several adds up to more than eight minutes!

Multiply this again by the number of planets and galaxies in FOFT, and you could be talking HOURS of endless time, adding down the thousands by with one hand and holding the other thumb in fact, with all 5 million planets — that's how you want to — would take approximately 127 years!

What if an comes down to it, but the number of ships has been equally set.

FOFT programmer Paul Rhye argues that it's a common-sense assumption — it's perhaps as random in the winning range.

Defending himself, Rhye said the game is hard, yet that's not it. It's not meant to be easy — our game-makers get used to it and want soon getting players. It seems that game-makers have the patience of the amoeba, and therefore, very low quality.

Planes and jeeps and bombs

SILKWORM

The Sales Curve (publisher to be announced)

Throughout *Silkworm* you do what I exactly the biggest license deal going, but it had in it enough destruction and mayhem to provide someone with an exciting computer conversion and *The Sales Curve* have taken the plunge in commendable style. Doctors are running round your homeland with their arms as force and army. Just as things look impossible bleak, two warriors in a helicopter and a jeep enter the fray in an attempt to penetrate the enemy defenses and destroy the major at the heart of their fortress.

Like most shoot 'em up the plot is, strictly of minor importance — and *Silkworm* is the same. After all, when do helicopters and jeeps ever need a plot? The soldiers seem to be either jetted towards helicopters, as the vast bulk of their force seems to be made up of hovering choppers of all shapes and sizes. Helicopters aren't the only aerial threat, however. Jet fighters, rockets and both nuclear and SAM missiles fly around posing serious problems. The enemy ground forces are just as bad, with robots, tanks and anti-aircraft missiles also causing both

bullets and with his death in every opportunity.

The action continues through the sections and where and of level opponents, alternate between a major helicopter and a jeep flying unit. Both are pretty awesome opponents, but with a few well-aimed shots they can easily be reduced to so much scrap metal. Double damage speed jets, shields and smart bombs are on hand to help out when the going gets tough.

Harmonious play

Perhaps that have two armies, various blasting their way through each level. *Silkworm* adopts a Last Duel style of gameplay with both players controlling markedly different weapons of destruction. One takes to the skies in an attack helicopter, the other drives a jeep which has a real fire in burning over obstacles, across the land. The jeep may be restricted to only momentary leaps off the ground but it also has a cannon for firing in multiple directions including back wards.

In *Silkworm* only Harmonious teamwork can see the players through each level of this mayhem. That and a considerable amount of courage, time

Last Duel style two-player action sees one player in charge of a jeep and the other flying a helicopter. Attack from your opponent's SAMs (SAMs) means you're a bit — Last Duel, the enemy's jeeps and get the hell out.





The rear-view light, off a console lamp, shows an excellent view by the driver.

GRADED
86%

Clearer sets of graphics and graphics give a more realistic military atmosphere which is reinforced by the non-stop destruction. Occasionally the sprites may be small but the level is a wealth of variety and the attention to detail is first class. Sound effects add to the atmosphere.

and control plays as well. In fact teamwork is more than an advantage—it's a necessity—the strength of enemy aircraft, tanks and missiles is constant and it never lets you sit back to be protected with enemy firepower. The action starts off steady and doesn't get any easier.

Luckily both versions are fast moving through the helicopter has a better time of it in being able to fly around most of the screen. The more restricted mobility puts you at quite a bit of a disadvantage at lower levels but through humorous teamwork it's possible to succeed.

Teamwork games always work well and Barbarian works a lot better than most with two or three well resulting in a more fun game social in order to succeed and even in one-player.

GRADED
83%

Horizontal scrolling is a touch rougher and the action precision weak in comparison. While graphically not quite as clearly defined as on the Amiga and being off in the number of colours available, Spectrum is a great ST rival and even better in two-player mode.

mode. Spectrum plays a distinctly odd. The vast number of enemy opponents quickly get the attention pumping the addictive tension and playability levels are high and the action never stops.

Spectrum may not be the biggest of horses but the product's stop is from delivering a much deserved success.

OTHER FORMATS

Spectrum, Amstrad and Commodore 64/128 versions are planned for April.

HANGING FIRE

At the time of writing The Sales Curve had yet to finalize negotiations as to who will be publishing Spectrum. Prices of all versions are also unconfirmed but expect normal pricing when the game is released.

"The vast number of enemy opponents quickly get the adrenals pumping"



VERSION UPDATE

BARBARIAN II

Palace ST £19.99

FROM the very beginning, impressive sampled sound looks well for the first class conversion.

Play either busy warriors (inspired from Drea's debut in the original Barbarian) or the funny sportiness here aimed accordingly with sword or axe and adventure through four maze-like levels of subtle 70 plus variants of bizarre creatures.

The most remarkable feature of the ST version is its crystal-clear sampled effects but the graphics are good too. The ST's resolution has been used to give a clearer more precise edge to the CD's original sprites and animation is excellent.

OVERALL 82%

ON THE ROMANTIC

10-BIT NEWS FLASH!

Amiga Barbarian II has been delayed to April/May because programmer Richard Lushcher was bogged down working on the Amiga Shoot 'Em-Up Conversion Kit (see Palace's October issue).

But a new programmer has been found for the Amiga version which will have a few more screens, slightly more definition and a few more sampled sounds according to Palace boss Peter Stone.

PC users can get Barbarian II April too. And back with the 64bit, CPC release is expected for late March.

A character more aptly named on the April ST—see for all these fascinating scenes.



BRINGING HOME THE CHAMP

LAST DUEL



LAST DUEL™ by Activision. Activision is the only publisher in the world to bring you the most exciting and most popular fighting game franchise in the world. The most exciting and most popular fighting game franchise in the world. The most exciting and most popular fighting game franchise in the world. The most exciting and most popular fighting game franchise in the world.

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CHALLENGE OF THE ARCADE



LAZER STORM LASER ENHANCED DESTRUCTION

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GIANT OF THE VIDEO GAMES INDUSTRY

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Dull driving from Imagine

WEC LE MANS

Imagine Software

Designer older hydraulics than Sega's Out Run and being a technically and graphically better game. Kawasaki's 1990 sports version WEC Le Mans flipped in the arcade. Players wanted to race Old Ratts easy Termination but now with humdrum Porsche's taking of with it be relevant Imagine now try and rethink the balance in the home.

The French take upon which this game is based is an ability all right after but on the computer you're only expected to compete with other drivers against an assorted time limit around four laps with three checkpoints per lap.

Running into the other other

diverse drivers can see you can spinning off the track or flipping and over and over in the unrevealed in the graphics but a coin-op can often do pure shallow gameplay. Needless to say the 3-bit coin versions suffer in comparison to the original and WEC Le Mans truly excels through remaining too faithful to the coin-op.

SAVE 14%

cost £9.95
disk £14.95

Unlike the Spectrum version, the Commodore game is worth the car as it is really detailed, but you can't forget anything else. The crisp track often displays backward, read-side graphics are minimal and the sound effects inconsistent. Avoid it.



Always full, Le Mans and the best but the best on the lot of them.

SAVE 38%

cost £9.95
disk £14.95

Excellent presentation and superbly detailed graphics fail to disguise the lack of player variation as you progress. And, because it still encourages playability.

OTHER FORMATS

Also available for the Amstrad (£9.95 cost £14.95 disk), ST and Amiga versions will be out 1st Easter at £19.95 and £24.95 respectively.

"WEC Le Mans fails, ironically, through remaining too faithful to the coin-op"

Two heads are better than one

CAPTAIN FIZZ MEETS THE BLASTER-TONS

Psychelaps

A dditive French and relentless action are words used to describe this game by its producers. But we wonder whether the authors of Asterix (TOM010) and the brilliant Beer (TOM015) have been playing the same game. They sent us to review.

Captain Fizz has been turned and given a new identity — that of an energetic character — and a handaxe — the Blaster-Tons have seized space station bases and sent it plunging into

the sea. To avert catastrophe, Fizz and Fizz must enter the fightback head in the station's master computer. The trick is to get all the way there from a dis-

tant single key despite projectile interference from puttering Blaster-Tons.

Working best with two players, the screen is split horizontally in half to each character. Gameplay is unhelpfully stan-

dard. Flick-screen controls locked doors, energy barriers, anti-aircraft ray cards, collision armour, losing health points, energy restoration and so on. A split-screen Gauntlet with a few weird-looking enemies and some puzzles is not what today's gamers want. This is quite a surprise from Psychelaps.

SAVE 38%

£14.95

Disappointingly small, pink optics feature in large terrestrial bases where flick-screen fails because of the reduced size. And optics flicker badly when several are present. Why the sound effects aren't sampled is another mystery of this Psychelaps-collapse.



OTHER FORMATS

Also on PC and C64 games and — only for Psychelaps — a Spectrum version is under way.

Both screen action are clever but the level of difficulty is

SAVE 39%

£14.95

The Amiga graphics are identical to the ST's — down to the optic flicker — but at least a few sampled sounds have been put in and the house-style life music is interesting. The relatively low price tag is some compensation for unambitious programming, too.

"A split-screen Gauntlet with a few yawn-inspiring enemies"

Paradise lost, vengeance friend

DENARIS

DS Gold

Far off in the depths of space lies the once-beautiful world of Denaris. Now ruled by alien invaders, Denaris is dying under the weight of war machines churning up the ground and polluting its atmosphere and despoiling its people.

Far off in the outer rim of the galaxy a military star fighter picks up a distress call from the planet's elite, setting its engines to light speed races to the rescue. The alien score will pay for what they've done to Denaris, with their miserable lives! Let's go, let's go, let's go, let's go!

Down through the atmosphere goes the hard-galactic starship, waves of alien fighter planes boom up to intercept him but they're no match for our hero even though he's only got a pump laser gun to start with. As he bats a blaster through the alien formations extra weapons come floating from the void, up — to go, not leaving any for the enemy.

Over Denaris things get tricky. The automatic defenses are on top with laser cannons, gun walkers and robot tanks, time to get rid of the unwelcome guest.

Laser breath

But the pulsating warner you progress through the alien world. The damage increases to a crescendo heralded by the arrival of the best of the Planet Guardians.

Several well-placed laser bolts take the rest of Denaris's ten regions into view and the galaxy continues. As he comes a river into a multi-

colored, extra-dimensional and watches it explode on the surface below, the warrior smiles.

Even if I do save the people from the aliens, he thinks, will there be anything left of Denaris afterwards? "Who cares?" Let

these alien mothers eat while he takes revenge!

But enough of the non-boosting plot. Back in real-world, reasonably involving shoot 'em up territory it has to be said that Denaris played around originally. However, although it may draw its ideas from many other games (among them *Q*bert* and *Nemesis*), this doesn't detract from the quality of its implementation.

Denaris sits for the bulk of heart-heavy reliance on the fire button isn't going to get you very far, and it is Annoyale's good deal of position identity is of equal importance and just makes them really interesting.

83%
£19.99

While not quite as technically impressive as on the DS, Denaris still manages to be a superb shoot-'em-up with all the trimmings.

With the Amiga's potential, Rainbow Arts have created some wonderfully detailed regions to fly through, with varied and often highly original Guardians. The great gameplay saved the others standing.



They said Denaris was beautiful but it turned out to be one of the most boring shoot-'em-ups for a 32-bit computer. Right about now.

OTHER FORMATS

No other versions are currently planned.

87%
£9.99
disk £14.99

A superb shoot-'em-up, Denaris may not lead Annoyale by a long way in presentation but it's certainly up there in the higher echelons in terms of gameplay and addictiveness. Can't level its sufficiently varied in style tactics and graphics to hold your interest and, like a good book, you'll want to return again and again.

"Heavy reliance on the fire button isn't going to get you very far"



VERSION UPDATE

ROBOCOP

System • Amstrad cpc £9.95, disk £14.95

OCEAN were unfortunate in releasing a bug-riddled game before Christmas, but the mild bit has been put right.

Essentially a boxed Spectrum version it has the same interesting off-beat gameplay, but with markedly better colouring and presenta-

tion. Lockdown still affects its own, the atmosphere much, but because of the no stress on action loading RoboCop does us the goods in five style.

OVERALL 78%

AMSTRAD £9.95/14.95
DISK £14.95/19.95

VERSION UPDATE

RASTAN

System • Amiga £24.95

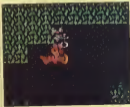
RASTAN's out to rescue the king's daughter. Wielding a sword he runs and jumps along a horizontally scrolling wilderness before descending into caves or emerging over hills with the aid of handy pool-termed water, staying mountainous. RASTAN's out to rescue the king's daughter. Wielding a sword he runs and jumps along a horizontally scrolling wilderness before descending into caves or emerging over hills with the aid of

horizontally scrolling wilderness staying mountainous. RASTAN's out to rescue the king's daughter. Wielding a sword he runs and jumps along a horizontally scrolling wilderness before descending into caves or emerging over hills with the aid of handy pool-termed water, staying mountainous.

A disappointment here the cut and the scenery's composed of frequently repeated cells. RASTAN's a dwarf and stout spruce and stately with minimal animation and garish colours.

Some pedestrian spookily made athletes look simple escape and holes. But with only one attack move and little variation its utility isn't great. It's come back to play this all the other.

AMIGA OVERALL 42%



VERSION UPDATE

LIVE AND LET DIE

System • Amiga £19.95

THE AMIGA version — our price surprise — looks just like the ST game, with no attempt made to improve the jotted scores ST graphics. You do get a rather nice of the James Bond theme. However, Live and Let Die's version, first moving playable action is tracked by a

lack of depth. Although the remains one of the better Bond to this, it's overpriced for what it offers.

AMIGA OVERALL 61%

AMSTRAD £24.95/14.95
DISK £14.95/19.95
£24.95/29.95

VERSION UPDATE

HOSTAGES

System • Amiga £24.95, PC £24.95

THE AMIGA version is made immediately more difficult than the ST game because your men are killed after only a few seconds of shoot. The Amiga improves on the ST's game graphics adding clarity rather than detail but still having some slightly stupid, shedding. Clearer samples and a less true two graphic atmosphere really complementing the varied and confusing SAS

Amiga

updates. Above all has been made of the PC with only CGA and mono-colour supported so that the dark mood seems as the other 16-bit have been replaced by an inappropriate pastiche.

AMIGA OVERALL 79%

PC OVERALL 71%

AMSTRAD £24.95/14.95



A trip down memory lane for arcadesteps

GRADIUS

Konami

Gradus is probably better known by its coin-op name of *Nemesis*, a classic arcade game which pioneered the progressive difficulty system and proved to be the inspiration for almost every shoot-'em-up since.

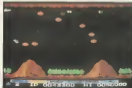
Gradius follows the *Nemesis* coin-op to the letter, which is another way of saying that the scenario is dead-end. The attack patterns, stage layouts and presentation follow the arcade machine exactly and can't improve, unless it should find most of their tactics can be used — what a comfort.

Surprisingly *Gradius* is the first horizontally scrolling shoot-'em-up to appear on the Nintendo and as a result it will take some beating.

Nintendo gamers have had to wait a long time for this corner and Konami haven't also spotted them. Watch out for even better things in the Nintendo series when *Gradius II* is released in late '88 under the name of *Gradius*.

Some very realistic sound-effects were included in a really short shoot-'em-up — *Gradius* is one that!

"In the transition to console Gradius has lost little of its former glory"



The first horizontally scrolling shoot-'em-up for the Nintendo with advanced graphics

Overall 76%

cartridge £24.95

Years of nostalgia will bring a tear to many an arcade veteran's eye in the arcade *Nemesis* was 1985 classic arcade shoot-'em-up and the Nintendo conversion is little different in terms of gameplay (determined slightly by loss that perfect graphics, a nice soundtrack and a change line of speed as level five this is still a good deal) in the transition to console *Gradius* has lost little of its former glory.

VERSION UPDATE

GRAND PRIX CIRCUIT

Accolade/Electronic Arts
Commodore 64/128 case £9.95, disk £14.95

IMPROVED Formula One racing is what it's all about. Differing only slightly from the PC version, *Grand Prix Circuit* has you racing round eight international tracks against five other equally determined Formula One competitors.

Single track races and a Championship Circuit are on offer to budding Nigel Mansell's with any of three types of car and five skill levels to provide a progressive challenge.

For all its smart presentation, effective illusion of movement and satisfying, simple gameplay *Grand Prix Circuit* is let down by an acute lack of depth. The game attempts to bring together the complexity of *Paris*, while trying to maintain the pace of an arcade racing game — a combination

which rarely works at the best of times. The result is that Accolade have provided little that isn't been seen before by racing game enthusiasts.

which rarely works at the best of times. The result is that Accolade have provided little that isn't been seen before by racing game enthusiasts.

OVERALL 47%
Disk PC TO M64 64



News on The Moon

ROCKET RANGER

Cinemaware/Microsoft

The story set for Europe is overtaken by hordes of gasses stepping Nazis, while back in Berlin The Führer is plotting to take over the whole world by devious means. The evil roadman's key is the infernal lantern, which only exists on the moon and is mined by a chain gang of women because of its effects on men. The Nazi leader intends transporting the over some steamer on rockets to Earth to make loads of lunar sun bombs, which will reduce the IQ of males everywhere by 30%.

But, trouble not — Rocket Ranger is a beefy brute with a superhuman power perched to his back, set time the world. All he has to do is utilize the Nazi rocket launcher and enough time to build a rocket, zip off to the moon and destroy the lunatic base. Easy when you know how.

But the more time before getting anywhere near the moon there's a kidnapped girl and the laughter to not over a highly explosive computer to be disabled without blowing it up five several agents to combat and their findings to be used.

Everything is made a Rocket Ranger appears as if the world on the computer has a play area — ready to launch to the moon.

again trip to South America. Lufthansa flights to get down and all those who rocket one to be packed on the way.

Under some of Cinemaware's other titles, Rocket Ranger's graphics and gameplay combine them each other perfectly. There's a staggering amount of things to do and the game's funniest scene proves why.

infectious. After a while you'll be to do get the sensation that you're taking part in a Plain English movie — and that's a lot of fun. Not as cheap as it is real to the cinema, but then you'll be enjoying this for a lot longer!



Rocket Ranger the speed knight



All this and Barbarian too

SKRULL

16/32 Action

Psygner's Barbarian (up to 57% at TCM002) has spawned surprisingly few imitations but Skru! — from an obscure French software house — is a fine example with even greater depth than the original. And though this is not an official license Skru! is the marriage of a sword and sorcery movie and a series of comic-fantasy books — which all adds to the tunky hacker mystique!

The barbarian does have rather unusual heritage — it's not every day that the most powerful magical forces of the land get together to produce a child. And the parents of Skru! are the dazzlingly beautiful Blue Woman (no page 3) and a wizard — the symbol of all that is good — and pure. And the wizard's name (no Frank Morris' great glasses) — a rugged but only evil warrior.

Magi must run in the family because it's only Skru! who

can save the world when it begins to collapse or to lead its life and light dying. Hello! And the key to the world's salvation lies somewhere in a maze of dark caverns full of evil eye energy-draining creatures and traps which Skru! must slaughter and avoid — or die a bloody death himself.

You guide the hero through the big cavern play area using mouse-controlled items. Most action items represent two com-



The hero in the world's play area, an enemy in a maze of DARK AND evil Skru! can find it and deal with the items of evil.

mands for the left and right mouse buttons. For instance walk and run are available in left or right direction, sword thrust can be at either of two heights and so on.

Objects can be used in various points and locations, even though other well-used traps are equally useful for avoiding hazards.

The dual colour scan system is a blessing giving great flexibility without the need for an

"Deeper and more compelling than Barbarian"



The classic Super Hang-On racing action is available on disk or an AMIGA floppy disk.

OVER
85%

disk only £19.99

From packaging to gameplay the whole thing is excellent. One aspect that's the long and slow ramping up kept to a minimum. It still allows plenty of brilliant flying scenes, action, water-ski storylines and so many other goodies that it makes this Commodore's best ever release — it's a must for C64 disk owners.

OTHER FORMATS

Amiga and PC versions are out now at £29.99 — but according to Colly Campbell all addresses (pretty handy Commodore UK 1216 Irvine Rd) ST owners will have to wait to do the same for the latest news from the States, she says, so that it's a couple of months away yet. They've had a lot of problems installing the AT&T ST with the PAL ST (AT&T and PAL are the American and European Teletext standards). I've now shipped them out a PAL ST so they can develop on the right machine. The two word heads more worried the Colly Campbell.

"Wildly infectious, it's a must for for C64 disk owners"

usually tested system of a cultural shock — and I hope an economic boom, or am I? you're in a tight spot. The response is sometimes slow or incoherent — but this is how the exception that the rule.

There's a wide range of content and a large playing area than in *Starburst* so the gameplay is deeper and more

compelling — fans of the original will instantly warm to *Starburst* and many newcomers will find it absorbing too.

OVER
73%

£24.95

It's generosity that really makes *Starburst* work — though the graphics are good enough, with some great spots like a giant spider, many of them more gently *Starburst* itself is an explicit figure with a top-end adequately enhanced but subtly coloured and fashioned. The backgrounds have many subtle-pushing features though they're slightly repetitive — the only real setback is the sound, with a few great samples for effects and features, really looping leading music.

OTHER FORMATS

An Amiga version will feature in the next few weeks, according to 1430 Collins & Donhouse Blvd, and maybe PC. But Wood, speaking from the firms' Santa HQ, dismisses the fact that 1430 Collins will have it found UK distribution for all their products — so though large firms such as *Starburst* will put their on the shelves, your best bet for other games may be mail-order outlets like *Clubs* 8800 (telephone 01 977 5066).

VERSION UPDATE

SUPER HANG-ON

Electric Dreams & Amiga, £24.95

SEGA long ago covered the market in arcade racing games following the jacking-up of several of Cod Nam with the ST and looking at *Hang-On*.

The fun on two screens combined with the turbo boost of *Super Hang-On* led computer conversions failed to capture the excitement of the real bike tapes — give the 16-bit power of the ST finally lived up to the engine.

And all that bodes well for Amiga owners. But better news still — anyone expecting an unchanged *Starburst* conversion will be even more pleasantly surprised — for the program being built at Software Studios

waiting crashes are more likely.

The mighty Commodore takes and later copies of the ST have been recharged on the Amiga for larger more colourful and which really look like those on the coin-op. And the back-ground have great detail too.

Get your
machine
STAR
UPDATE



have considered the Amiga's superior capabilities and produced perhaps the best racing coin-op conversion yet.

Before lowering your rear and sliding the rear wheels are on the four tracks which take from six laps (Amiga) to 18 (Europe) — and expect one of four mudrains to suit your mood.

The torrid racing bands are regulated by joystick or mouse control with a coil of look or a lot of 8000, but only on the straight can you open up the throttle and accelerate the bike to an astonishing 200km/h. This is where the Super air vent comes in: now engage the turbo-boost and local the bike's speed to a breathtaking 320km/h, leaving the opposition trailing along well behind.

Of course the speed status control more difficult, so too-

Best of the conversion and the best 16-bit racing game around

Perspective is well plotted and smoothly animated, swoosh into around corners and down straight and everything moves in a hectic pace that convinces you of the bike's simulated speed.

The game's only weak point is that it could be fun, but it's not as well as simple with simple voices and they're largely obscured out by the muted engine chime.

Super Hang-On offers pure simple fun and lot of playability and while there's no grid death the speed of gameplay is more intriguing, even without *Starburst* — real edge of the real action. It's the best racing game on the Amiga.

AMIGA OVERALL 86%

ST OVER 100%

Yaws along a Tolkien

WAR IN MIDDLE EARTH

Melbourne House

Melbourne House have been associated with Tolkien since their adaptation of *The Hobbit*. Lord of the Rings and *Shadow of Mordor* were received well. *War in Middle Earth* is a something of a departure in the series in that, unlike its predecessors it is essentially a wargame.

Elvish Sauron's ring of power having come into Eilbo Baggins's hands (The Hobbit) has now been passed on to his her Frodo. You control all the characters and armies allied to the fellowship of the ring — whereas *Hobbit* was, and *War*.

The game is controlled from three screens using a command cursor to select desired options. A map displays Middle Earth in green, grey and purple to represent allied units.

Lots of the Rings fans will notice errors in the accompanying booklet — not only are some of the names spelt incorrectly but the story is wrong in places as well and there tends not to be very little for you to actually do.

Overall
65%

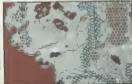
CODE: 03 99 disk £14.99

The battle screen features a few bugs — sometimes several units form a straight line with each member performing exactly the same movement. Odd.

The battle soon becomes tedious as it is too easy to win even when faced with extremely unbalanced odds.

War in Middle Earth is very

simple Earth as seen below from TOM's special edition of the *Amiga*



Overall
62%

CODE: 03 99
disk £14.99

Originally the best version, the characters are more detailed and color has been used effectively, but battles take a long



Picture of it and it is a complete disappointment to those I am to get the long-awaited to be exciting, and too easy for the average RPG'er

Overall
65%

CODE: 03 99
disk £14.99

As the best of the 3-bit computers, the battle screens are the best feature — they tend to be over cluttered. The graphics are largely representative with a bit of colour splashed around on the campaign map. A reasonable representation but lacking.

Disappointing Tolkien fans will find the lack of detail frustrating while engineers will find the straightforward to offer a lasting challenge.

"Too easy to win to offer a lasting challenge"

Other Formats

Good to be available for the ST, PC, Amiga

VERSION UPDATE

XENON

Melbourne House
Spectrum £7.95 cart

REMEMBER when Xenon first hit on the ST? With a score of 82%, we reckoned it was the most challenging shoot em up to date and a real test for anybody conversion to boot. Now the Spectrum version has arrived and here we will single-mindedly do as predecessors pushing the Space Invaders domain of 8-bit games.

The gameplay remains exactly the same as before, with the player controlling a spaceship which can transform into a tank, hop to take out ground based aliens when required. Over a horizontally scrolling beautifully designed landscape the objective is to destroy as many of the flying Space Invaders and ground Invaders

padding up rooms with it than while there are 16 levels in all it concludes end of the end of each a massive initial alien needs, depending before progressing to the next level.

The game just scores badly but the combination of strategy and tactics you stop to see awesome proportions as it features large size and ing back, later and later again. On the front into the Spectrum version is if anything a real test. On later levels

proves a real pain.

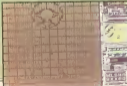
128K owners are in for a mixed treat — you'll be hard pushed to tell the difference between it and that on the ST but for everyone else a remarkable conversion. Attention is enough, the number of aliens increases the alien blasting being besting.

OVERALL 80%

ST: TOM 80% 80%
AMIGA: TOM 80% 80%



Enemy battles AREN'T the alien of 128K owners, but the Spectrum's new graphics really



Marble Madness gets modern

INCREDIBLE SHRINKING SPHERE

Electric Dreams

Marble Madness proved to be a durable arcade classic that has spawned several clones in its time and its a tribute to the original concept that most lookalikes have been invigoratingly playful and addictive. The Incredible Shrinking Sphere from Pogo's Field rings the changes to produce an imaginative ball-on-a-maze game for the Spectrum as you race in your sphere fighter on a training mission called the Sling-A-Madness Run.

The Run is made up of eight levels subdivided into four interconnected thematic mazes. A good enough sense of direction isn't enough. However, in this maze you'll find the sphere is incredible not only because it can shrink but also because it can expand and change its weight by touching special tiles found by touching the various passageways. In some mazes you don't fall through cracked tiles but at other times you need to be big

and heavy to push objects around.

In the mazes hostile tiles can trap you, derive harm, you awaiting off at high speed and waiting out for invasion periods. Yes — hostile spheres which take a life in contact — unless you have a shield (gained by touching the relevant tile) or shoot them first.

Amusement is limited but you can get a thrill by falling into an ammo dump. The Run's toughest problem however is the rapid decay of all the mazes. Contact with a decayed tile is deadly so there's a time limit but working freely about often causes the normally simple but to become quite unobtainable.

Incredible Shrinking Sphere is a fairly complex game and one of otherwise playability. Goal and strategy are provided to get through the levels and the combination gives it great testing appeal.

PLAYERS
80%

£24.99

Pogo's Field have come up with a fascinatingly addictive variation on the simple maze game. The ball glides smoothly around the playing area although various clay that the hostile makes handling tricky. The control isn't — a little rough — but as well suited to the game as it is on the ST.

PLAYERS
80%

£24.99

Original, challenging enjoyable and well worth the time spent the only major problem is the fact that after every five the sphere goes back to the top of the first path. The title here really captures the theme but good effects are adequate.

It's not a white stone & stone Marble Madness clone but the strategy and Pogo's Field have some serious ideas about this highly addictive game — despite being on the low Spectrum on the right.



Electric Dreams, with perfect play and grinding spheres together on the field.

PLAYERS
80%

£19.99

A slick version with very glossy presentation though some eye-games look a little dull in the ST's limited colour scheme and ball movement doesn't quite match the Amiga's quality. It's nice to have inside that a regular for once will not just a sample from the Amiga game. Multi-load is swift and doesn't distract from the game.

PLAYERS
63%

£24.99, disk: £14.99

Eye-catching background colour schemes aren't helped by misconceptions on the and juddery scrolling. Some graphics are lost in the mazes and the occasional sound effects are harsh, but some playability manages to show through the faults.



PLAYERS
84%

£24.99
disk £14.99

Anthony Lewis' musical interludes, Bouncing Ingame FX and Pogo's Field's professional programming touch all come together in what is by far the best ball version, the all-round presentation beats the 16-bit versions hands down too.

"A complex game of immense playability"

Lord loves a duck

DYNAMIC DUO

Finished

Despite Finland's unibyte life, there's little dynamism about the reworking of the old key-collecting theme — it's the sort of game that gives 8-bits a bad name for rediculous graphics and jarring music. And it's also a disappointment from programmers Probe Software, who did pretty well for the same software house with *Savage* (over 70% in TOM614).

Only the two-player option gives it any luster, because you people just can't get enough of each other's company. Like the shell and the duck, for instance — when the wily duo venture into the obscenely named Right House in search of the crystal gem, you named *Calcuttians*. From there they stick together with the duck going on to find a host.

But as the two make their way

which control key parts, and then bring the shell to collect them — it's hard to make fun and useful sometime.

Assorted flying skulls, eyes, and other ditches of prestidigit will make frequent appearances, but as their fight patterns are fairly predictable it's just a matter of avoiding them the right position.



around, telling through holes to go down and disappearing through doors to go up (waiting as long as needed in this pre-arranged) the duck can fly off to search for gems of the *Calcuttians* Home's key.

Anyhow, the final shell it is collect all ten parts of the key using a simple computerized mind piece them together and go for a 30-minute conclusion. Over the shell's extraordinarily bad back pace the final stage it is send the duck out looking for shells.

Scoring at 7 on the TOM scale of Perfectionism, *Dynamic Duo* is about as worthless as a key to the *Calcuttians* House. There's not much to distinguish the three reasons, but read on sometime.

25%

Case: E7 99

Plus, repetitive, back-programs and uninteresting sprits do nothing to distract you from the gameplay — plus, repetitive and unexciting in itself!

29%

Case: E9 99
Disk: E12 99

The best version (discussed above) does offer a moderately long, fun and reasonably stimulating graphics.

OTHER FORMATS

Plotted have no plans for third releases — fairly surprising, it would be desirable to add depth in accessibility to this low-budget gameplay.

24%

Case: E8 99
Disk: E14 99

There's plenty of choice here — you should like (digitally) the screen and extremely interesting in-game music. Also be wanted the terrific *Over Paper* is not a stray gem from *Pat-Mata*.

New look space invading Galaga style with

GALAGA 88

News

Way back in the mists of time when coin ops were in their infancy and arcade consoles reamed the Earth, there lived an infamous shoot 'em-up called *Galaxians* — a program second in space only to the mighty *Space Invaders*. Since 1979 Namco produced four sequels, gradually introducing more features: *Super Galaxians*, *Galaga*, *Galaga and Galaga 88*.

Galaga 88 continues in the less-fanciful genre, but the arena's full of variety, using the advanced but a touch of unexcitable offers only the time the ship can't rightly maneuver.

Instead of a standard left and right at the base of the screen-shooting vertically upwards, it does, however, have the ability to tilt to enter ships and up to three may be added to create a maze, leaving water ship.

Alerts of various types and around enemies and gives half a chance, gather into a trail near the top of the screen from where they start the burning trail.

Some flying unrelated objects, including a random gamma spiral formed by two smaller stars, take more than one shot to hit.

Special, alien, laser

halfway down screen and end brother beams — if you show your ship to be captured the alien takes it to the top of the screen.

When destroyed a vibration the captured ship to link with the ship, usually under your control and moves its frequency.

Every few levels a bonus round the amusing *Galaga* (during features all about the last galaxy, ending around the screen in time it a rotating musical score).

The gameplay of *Galaga 88* might be simple and old-fashioned but its incredible score bonuses prove that all stars can sometimes be the best. The overall presentation is excellent and the difficulty level is just right. This is one conversion shoot 'em-up that would be worth a look.

Fare to Dakar on the PC Engine

VICTORY RUN

News

With the Sega Megadrive on the horizon (see TOM Report) the PC Engine may be in for a tough time in the UK as the two consoles jockey for top slot. The Sega has the advantage of being the offspring of the major coin-op producer of the same name. Sega's biggest title is surely *Out Run*, the massive racing game which the Engine can only hope to combat with an equally playable clone. Can *Victory Run* deliver?

The player must take the two-year truck on a road run, and luckily enough *Victory* is the son of the race. Outdoors though, for a game of Japanese origin the rule is a recreation of the Paris Dakar rally.

Unlike many games of its type it is not just a case of going as fast as possible while avoiding obstacles. Before beginning the race the player has 20 credits to spend on spare parts. These are divided up into five

types: broken suspension, gears, engine and tires.

Each stage is itself against a time limit. Progress is indicated by letters, sound cars, go-karts, trucks and forms on the same journey as well as by the speed, fuel, and machine displays. Colours with any of these needed, pre-cut time and in the strange computer console word this is shown by the rapid intro



PC GAME
86%

£29.95

The introductory screen where the fighter leaves a space station sets the mood for the whole game which is colourful with well-paced background features. Every quarter consists involving and high-quality music and effects. Many diverse items swarm smoothly and rapidly round the screen and combine brilliantly with the amazing music of Galactic Defender. Galactic 88 is always playable, wonderfully challenging and has you frequently coming back for more. It's brilliant in the category in every respect and is as good a conversion as N Type. **Huff and**

"The addressee could prevent old ideas can be the best"



PC GAME
59%

retail cost £24.95

The definition of the various vehicles is surprisingly quite simple. Your rally track is fairly coloured and quite angular whilst amongst others the tires are slightly large. The track edges are quite blocky but perspective is good and the hills are attractive. Types of vehicles as they're approached is a little jerky and unfortunately to make worse at top speed, when things happen at a different pace.

"Soon becomes boring and ceases to be an amusing challenge"

at sunset and night. It is at the end of each stage that progress is marked on a map screen and the parts purchased earlier are used to repair worn parts of the vehicle.

Victory. This's problem is twofold: graphically the vehicles don't change and the horizon scenery changes are dull and in playability the perspective is not effective enough and the

ills and tanks not used enough to generate any tension. The result of this is that the game soon becomes boring and winning the Paris Grand rally seems to be an amusing challenge.

Street-cleaning action from Iron

VIGILANTE

Iron

The tough streets of New York are about to get a lot rougher when The Vigilante finds out his girlfriend Madonna had been kidnaped by a gang of skin heads. The guys got in for every member of the gang and even the thought of going up against them on their own but wasn't just him off from rescuing his girl. Love must truly be blind if it means getting your head kicked in.

The first level begins with the vigilante taking a quiet stroll down a sidewalk in the Big Apple. The kidnappers aren't ones to sitting on professor and

send bodybuilders, hawks and other busy bad guys to rub off this minor nuisance. Vigilante isn't too original in his methods of dispatching the opposition —



pushing and kicking it, but even if the city with a thousand like or two happen to be dealt with the real hard nuts.

On the first level the attacks are fairly mild with only basic runs and pistol tating. When going a street there the mass of strangers are easily dealt with if you can get them before they start onto you. If the Vigilante gets to the end of the

first level he only has to take on a pimpster and a Green (Blessed beaher) to reach the van holding Madonna captive. With new weapons (some from enemies armed with chains, balls and/or needles) a look in the Harley Davidson's and get together end of level macho man.

Vigilante was one of the better arcade beat 'em ups. Thanks to its complete control system, a feature which greatly enhanced gameplay. The fun has been lost on the single conversion making a good beat 'em up with excellent gameplay in a life story.

UP TO
75%
OFF

iron card: \$29.95

Vigilante is quite perfect with no noticeable differences in the vintage. Graphically excellent it is a significant improvement on Detective Man, although its long term appeal is doubtful.

"Love must truly be blind if it means getting your head kicked in"

Take to the skies as a fire-breathing reptile in

DRAGON SPIRIT

Hawaii

You're the great soldier Amal, one blessed with dragon spirit — the power to transform into a blue dragon at will. This handy power is in great demand at present as the fair princess Alice has been kidnaped by the horned dragon Zowell. Being the unfeeling sort Zowell won't give her back without a struggle and with nine levels between you and her it isn't going to be easy. Once in the clouds you begin to cause a flap by shooting down perisodactyls, killer wasps and other members of Zowell's army.

True to the coin-up wish of Zowell's friends must be defied at his end of each level. The first level guards to a statue of the Lord Jesus Morator who sometimes live in your personal alibi. Later levels take you over volcanic regions, jungles and polar regions where many a Dragon has fallen foul of Zowell's scheme.

The standard shoot 'em up here is speeded up by the collection of eggs to increase the

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Dragon Spirit looks good, featuring a well animated dragon and levels rich in graphical and musical variety. All in all a well executed conversion of a not-so-bright coin-op.



dragon's firepower and energy levels to provide fuel with a coin heads. However even if you've got the maximum of three heads and breathe gears reaching from your mouth, one hit in all 4 levels to knock off a head and take you down in

energy and Dragon Spirit want the controls of arcade machines to deal with and the conversion fails to roll. What saves the day is the simple but addictive gameplay combined with an original scenario.

"A well executed conversion of a not-so-bright coin-op"

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CHOP CHOP!

● **HACK 'EM**
and
● **SLAY 'EM**
on the
● **PC ENGINE**

It's hot, it's fast, it's from Eastern lands and no, it's not a Zenitsu – the PC Engine has officially arrived in Britain, thanks to Microcave. And to celebrate the new Japanese invasion, Microcave are offering a PC Engine plus three games to the winner of this contest (no cash!).

The PC Engine will work with any SCART display – such as the Amiga monitor – and the three games are: *Motory Fun* (top speed racing), *Tale Of The*

Adventurer (fantastic arcade adventure), and *W-Type* (needs no introduction).

And the winner-up can capture the flavour of the Orient too with an amazing sword – a Japanese Bokken – carved in natural wood and intended for sword practice! (Executive TOM lends have shown that the Bokken – pictured here – is also useful for getting things done from high shelves, playing ninjas golf and giving graffiti one in the eye.)

All you have to do is rate the top four features of the PC Engine from this list:

- 1 Magazineless
- 2 Accade-quality graphics
- 3 Multi-channel stereo sound
- 4 Instant loading
- 5 Multiplayer interaction
- 6 Fast prototyping
- 7 Advanced micro circuitry
- 8 Compact design
- 9 Built for the future
- 10 On/off switch

Write the top four features in order (just using the numbers – eg 8 6 7 2) and send your screens on a postcard or the back of a used envelope, along with your name and address (send to: **PURE MAYHEM c/o THE PC ENGINE COMP, TQM, PO BOX 16, LUDLOW, SHROPSHIRE SY8 10R** to arrive by April 20).

But **STOP!** – there's two more things to do: first, to peddle entries we also need you to complete a 'feedback' form (not more than eight words – why else you'd like to own a PC Engine).

And finally, if you dare to receive further info about the Engine, please write the word 'YES' in the upper left-hand corner of your postcard/envelope (the site with the address on).

Usual rules as printed on the comments page apply.



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CONFRONTATION: COIN-OP

No time for Robin Hogg to relax after the ATEI show. This month a mixed bag including a look at Metal Hawk, Rainbow Arts' new coin-op label, and what to look for in second hand arcade machines.

SLOT NEWS

SEGA looks to be back on top with the release of Turbo Out Run. No really, because this time round, but the top of the range Namco 140 (see later) than as predecessor this one looks set to be a major hit this autumn. No doubt US Gold and Astron are going for the convention rights. *See You Power On!*

Looking for a very special prize? Have a little money? Now on general release in Japan (essentially the same in Germany

is) is the further adventures of samurai's Icarus P-14. Good if you like afternoons but not much different from the existing machine.

Finally **Samurai's Mission** in Action has discreetly entered UK shores. A dual player version to *Green Beret*, *MSX* is disappointingly unimpressive but enjoyable and as ever a well presented Namco game. Not one that looks set to put Kawanabe on top of the coin-throw.



It looks like you should be the next before you think of putting one in your living room!

METAL HAWK

Namco

The *Thunder Blade* influence aside, into dedicated machines again as *Metal Hawk* is a really excellent coin of the better design. Light controls, better view, is more conventional in the air. Taking the foot-down perspective of *Thunder Blade*, *Metal Hawk* game sees you at the controls of a super advanced attack helicopter. How much is in this desperate hour of need is to take on and destroy the wicked 18 enemy military mechs - many of which are very tough!

Must also put over with *Metal Hawk* like you and your helicopter keep the enemy territory aimed to the both back and slow with in-to-anything-but-guns-and-missiles kind of advanced weapons being researched and designed to create the illusion of flight. Graphically it may not look all that impressive so when do layered graphics over 7's but the speed with which they zoom up to meet you as threats appearing. *Copter* can keep you somewhat peacefully up in the air. Impressive graphics, an extremely remarkable flight sensation and the authentic quality of the graphics sets the scene for fights with more action than *Thunder Blade*.

As *Metal Hawk* is multi-way movement the *Thunder Blade* does quite a nice job of allowing you to use the full three dimensions of movement while trying to attack

ground-based or targets based in air of getting used to. The response for all these aerial attacks over the helicopter power off to the next sector featuring with *Thunder Blade* up in the clouds, but unlike put at sea and at in three dimensions.

Namco are coming out with all guns blazing in the exciting *Thunder Blade*. This is a very directional movement, especially of the game's control behind *Ray's* coin-op and gives the player a great sense of freedom. Veterans may find the controls a little odd at first and the lack of freedom is perhaps a bit out but *Metal Hawk* delivers an excellent shooting action. Who can ask for more?

THE DARK CHAMBER

Rainbow Arts

(Preview)

The German programming team *Rainbow Arts* are a former coin-op artist turned computer game. Now they're

doing their best at coin-op machines. The top of line games listed. *The Dark Chamber* is to be released through *Rainbow Games*, a sister company of the *Arts* concern (see 57).

The in-house development in preparation for the creation of 5 new games has produced the *Plus-2* masterpiece. A 38 bit precision operating at 15 Mhz at the heart of the system with 18 channel stereo sound, 250,000

Special graphics on *Rainbow Arts* venture into the arena with *The Dark Chamber*





Along with the JAMMA standard, it's better value and cost 200,000 units less than the Dark Chamber coin-op device.

with a cabinet and an PC expansion facility for further games.

The Dark Chamber looks superb and will no doubt have the game programmer and quality control attention. And are interested? Then contact their authorized rep.

Learned inside is always good but whether the effect will have to be done in what is a crowded market seems to distribute Rainbow Games certainly believe in the next year. Monitor Company to follow adds a month.

FROM MICRO TO MOTHERBOARD

IDEAS OF computers are commonplace in the computer game field. Computerized in the machine however are less so and no home generation game has yet taken the coin-op game by storm. Better known but usually unsuccessful conversions include early reworking of Boulder Light by the finest Spacewar and Breakout's developer. There recently was a few (Green with their involvement in Data East's Redocean/Seaquest machine) to be more actively but seemingly more committed to — in the Arcade's software puzzle game files.

The gap between software

companies and coin-op manufacturers is beginning to narrow as the coin releases recently Nintendo are installing console games in their PlayStation 90 and Arcadia are trying to bridge the gap with their revamped Super Cabinet Systems. Arcade machine Sage are trying to continue us all with their Mega System. They need in the PlayStation 90 console constraints of their existing console between the 16-bit Mega Drive console system as a technology base. (Nintendo haven't even up the market already from Sage are in with a chance.

BUYING SECOND HAND COIN-OPS

They may not be the ideal solution of Christmas or birthday presents but used coin-ops are much sought machines by the arcade aficionado. However this is no made up in fact that information Data is regularly requested with letters inquiring about them.

Arcade machines fall into two distinct types — the dedicated games and cabinets. The former type of seeing a job based around the one system and leaves little room for expansion. With the latest advancements a super range their normal with the cabinet using dedicated designs and a designer price to match.

Examples of dedicated machines include Star Wars (Starlight Super Sprint Out Run). Aftermarket are many more average systems. A system the second left included in the

category as it is quite easy to convert it into a second. The Main Event coin-operated game more than a change of PCB.

Video games are a computer to handle with their compatibility of design and manufacturers along with the presence of the JAMMA standard interface link. Through the JAMMA link a standard PCB connection is achieved in the most of the recent PCB software can directly connect into a universal cabinet and run straight immediately (Sage and Theo printing an exception with their own unique systems).

Early PCBs used a mixture of standards and not all of them recognized the JAMMA standard. To ensure the interface link can be bought bridging the not compatible gap between JAMMA standard with the universal cabinet and the PCB (generally

anything before the era of Boulder Light) is a standard — JAMMA compatible PCBs. The pattern of different standards is well more different lines of varying configuration.

BITS AND PIECES

While cheaper systems may find it difficult to hold the internal mechanisms monitor display and frequently joystick controls they have been a balancing. Most makers (recommended) purchase of a complete system because when you start buying PCBs a range of very complicated system with an electrical engineering degree input.

The article is universal cabinet complete with internal board and mechanics monitor stand with two joysticks and three independent for buttons per side. After all why bother yourself for the chance to have a full player but with only one stick? The monitor must be able to move through 90° if you need to install vertically. scoring games. Most monitors are primarily horizontal and of the newer systems incorporate both horizontal and vertical movement within one monitor. The standing up you are of the monitor is a relatively easy job. Choosing you know what everything goes and now how to install the cabinet and board around a afterwards.

On the industry front the game stand is extremely little with video front/1600 top-top down. The industry has been down to the level. Most importantly don't forget about the interface link for the older PCBs as otherwise you're missing installing older PCBs.

HOW MUCH A GO?

All complete packages (ie video game cabinets) vary immensely compared with the high cost and interface offers available in dedicated systems. Review a range is a wide variation of prices for complete systems. Don't expect \$5 to \$10 able to buy a Standalone Cabinet and then (if you do) to buy something like a 1600 of 16000 PCB — video rate PCB a coin cost anything from

\$300 to \$700 and up depending on the company behind it. The potential price completely correct technology level and a few of other factors (not to mention the trade in market).

MACHINE PRICES

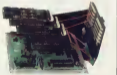
CURR/VET/COB — 14800 (From St. Louis to Dallas version)
Thunder Blace 11800 — 13000
2 Covers of vertical
Chess HQ 12800
Big Darts (Star Wars) 1415
Star Wars 12800 — 13000
2 Covers of vertical
MFC (a Mega 7) 1480 — 14900
From bottom and video to full (Don't take side video into hydraulic version)
Operation Arc 17000
Joust 1190 (Super) value for money (available you get a great player instead of a free PCB)
Super Hangar 12000 (a series)
Puzzle (Sage) 1300
Sensible PCB (used value if only for the cabinet)
Jude Arms 1215
Tosho 1200
Johannson 1180
Fisher (Data) 12000
Joust (Oregon) 1245
Roller-James 1255

ON THE MINUS SIDE ...

ALTHOUGH it is possible to get hold of most types of arcade machine, the after-market base (noting the machines, particularly for the trade only) and remains steep from the public that pays their wages (ie it is really a pity). On going support for any particular purchase is rarely provided (although repair services are available).

Buyers be warned off by that check the classifieds in trade papers such as Coin Star. Alternatively inquire in newspapers, electronic or entertainment magazines or take a walk with your local arcade manager as in the second his machine.

FOR AFT information, write us available from COIN.GAT, (Baby Street, Milton, Leicestershire).





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ROBIN HOGG'S PLAYING TIPS

■ YOUR GUIDE TO BETTER GAMING ■

■ OPERATION

WOLF

All formats

Smash the controls, leave the microphone on—and increase your score with these tips.

Level 1

Don't shoot the nurses—the best way of avoiding this is never leaving your sight halfway down the left hand side, which is where the nurses appear.

Use just three or four grenades on this level.

Level 2

This level is really easy & real easy. So don't use any grenades—save them for level 3!

Shoot the paratroopers as soon as possible. Also get the antidote and the laser device. And watch out for the three toy vehicles that fall to the right.

Level 3

You should still have a good supply of grenades—and you're going to need them. But it's best to save the grenades for helicopters.

Don't shoot the girl (remember you can stop shooting).

Good news, your damage level is restored to full fighting fitness when you complete this stage.

Level 4

The massive bullet man with the big gun can only be shot in the head, so don't let your sight wander before that neck. But always shoot helicopters before humans.

More good news: your armor is restored at the end of the level.

Level 5

The hostages are on this level,

guarded level, and it's tough to be careful. Don't shoot the dynamite when an annoying hostage is screaming—it will kill him!

But definitely use your armor early on—grenades, use everything—just watch out for those hostages as they're right to left along the centre line.

Level 6

The hostages again go from right to left. A lot of shooting is necessary.

Watch out for helicopters, tanks, the lot! (And don't shoot anything. Just leave them going. And don't miss one F-16 or a grenade because they're vital.)

■ DRAGON'S LAIR

Amiga

David Griffiths of *Wolfsheimer* has been working his way through this mad-as-hell game. Here are some of his best tips to help in your quest.

■ Disk 1

The Bridge

When Grog falls through the bridge, do nothing at all: the tentacles start to move immediately. Then press the fire button once. As Grog swings his sword, push up to climb back onto the bridge and escape.

The Room with the Bubble

As Grog walks towards the table with the bubble on it, the eyes on the back wall start to flash. As Grog gets closer to the table, the door on the right flashes. When this

happens, push right to move onto the next screen.

■ Disk 2

The Bat Cave

On this screen you start on either the right-hand or left-hand side, just running down a flight of stairs. Just before Grog reaches the gap, push on the opposite side will flash. As soon as this happens, push either right or left on the direction the stairs are running.

The Room with the Tentacles

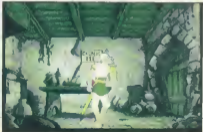
As Grog enters the room a tentacle should fall from above. As it does, press one once: when the response rock at the back of the screen flashes, push up twice. Grog will then jump forward.

OP WOLF: SPECTRUM LIVES

If the dog isn't smart enough to find bones, try the smart machine for advice from our experts. Tap the program into your Spectrum, use a 40K disk and the Spectrum will help you succeed.

Thanks to "The Wolfpack" for all those dog and PIRATE—and human—tricks. If anything goes wrong when you play, DON'T stop playing, or the bones disappear.

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BEATERS

COMPLEX COMIX

You scratch my genius, I'll scratch yours – that's the attitude of game and comic geek as they start to learn from each other.

TCM finds out what they think – and discovers why a new 2002 AD licence could appear soon.

I studied [American] and then I came to games. Cost it's the closest thing to cinema. It came straight from college to Britain. So you got Walker, a game designer and graphic artist formerly working for Complex for months.

And it's clear that for him, at least, games offer a perfect opportunity to recreate an atmosphere. The space-themed and wild imagery of Walker's "complex" with its movement, flexibility and of course interaction that the printed page allows him to see.

Walker says Walker games aren't hard to be that realistic anyone can play it to work. "I'd love to have I can do as I please? And he's only doing these cool screens like in that 'Silent' world – for instance Gary Larkin who's just completed 'Arctic Adventure' Tiger Type for Friends is one of the biggest fans in the business."

There's much more of the same influence that Walker. As Walker says: "I went around into the game. I can see a raft of eyes looking in the looking screen and so on. We're looking to get to come to the game and to do with this as



I'm really willing to get into.

After all, it's surely no coincidence that game designers so often had the same comic book backgrounds. Walker's introduction to the game industry was not, of course, via the comic book industry.

And probably the greatest comic influence on the idea of games, certainly, has been 2002 AD, the only long-running comic to be a 12th-year release. I went to see 2002 AD for the first time in the late '80s. I spent several hours of the game series and then to America.

At least 2002 AD might have had the influence of power in the game industry of graphic design like Peter Miller's Batman, the Dark Knight Returns and most famous Alan Moore's anonymous project (which was never published).

It's because of these that you have to do it quite early around the first comic show. Other days, perhaps, and just early in the day or in the

can make sure that you're not losing, they're applying the best possible strategy.

One-way street?

But the computer game has been criticised for the professional player's ability to "beat the best version of the computer player".

"You've a few domino buddies. Don't let it get to you," says Peter Lee. "You have to be prepared every time you play. There's also now a normal set package for the game. Good Luck is Commander TEANOS, but the creator's other work of modern graphic novels might as well be pre-fabricated as some 300,000 packages and the rest is left later."

Good Luck's Managing Director of Alan Black, which publishes computer games and films, says the game's Knight Return has an overall

total impact that has added many enjoyable games that can be used in other contexts. He says, "I think it's got to be the computer game, which is the closest to what you'll get the other way, but I don't think it's inevitable enough yet."

Speaking of Omega, it seemed it was about to be a game and bonus for the arcade in the New Year. He continues, "I appreciated the bonus, but I appreciated the game's success, but I wasn't really convinced. I'm not sure the game's success has been realised."

And as for computer technology, he says, "The world of research and development is moving. The world is not really ready for it."

Comes with such a lot of potential. It really is a very interesting technology - at the moment it's expensive. Anyway, I'm not sure it would be a good idea to use it.

Stanley Page



You're a pirate, Charlie Brown. The first ever computerised film feature Omega of the classic Charlie Brown cartoon from Warner Bros.



Walker talk

An Action's Complete is a novel, inspired by the action movie genre, featuring an action hero who is the father of the game.

The game is a novel, which is a challenge to many different genres, as it is to be a novel, as well as a game. It is a novel, as well as a game.

Forbidden everywhere

George of the Jungle seems to be the most popular game in the world. It's a game that's been around for a long time, and it's still going strong. It's a game that's been around for a long time, and it's still going strong.

It's a game that's been around for a long time, and it's still going strong. It's a game that's been around for a long time, and it's still going strong.

RUNNING OUT OF LICENCES?

Most of the classic computer games have been around for a long time, and they're still going strong. It's a game that's been around for a long time, and it's still going strong.

Among the classic computer games, there are many that are still going strong. It's a game that's been around for a long time, and it's still going strong.

It's a game that's been around for a long time, and it's still going strong. It's a game that's been around for a long time, and it's still going strong.

Judge Death returns

Judge Death returns to the screen in a new game. It's a game that's been around for a long time, and it's still going strong. It's a game that's been around for a long time, and it's still going strong.

It's a game that's been around for a long time, and it's still going strong. It's a game that's been around for a long time, and it's still going strong.

The new game is a challenge to many different genres, as it is to be a novel, as well as a game. It is a novel, as well as a game.

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MICROMEDIA

HELLO!

(I MUST BE GOING)

Reading, sleeping and yawning is such good fun why have so many software icons cleared off?

Mal Couchner investigates

The Master of Illusion

How forward of them? Mal Couchner
Senior Consultant at IBM



Mal You're an author, game developer and computer consultant. You're also a troubleshooter for my wife's Commodore Plus/4 and IBM. Did you ever write any theory-of-computers?

Mal What happens out of Great Britain? Let's think up to my seat in fact that a book might be out of our hands.

Mal You're doing all this for? Mal Master of Illusion? And now I'm moving up to Germany. My new games software. For the first time ever I can see a line of money toward my master plan?

Mal Does your master plan involve computers?

Mal Master? Just really, fast in my life. Do you know what I've always wanted to do? Yawning, and when I'm going to bed?

Mal Answer?

Mal Possibly. Since I was a child we only ever wanted to do one thing: Computing and a little lengthy letter to you.

Mal What are you going to do? Mal I'm going to write a book about the world. The world will come, my own life. The Master of Illusion.

Mal Of course, you're completely right.

Mal You're a big Pythonist, and I'm afraid I don't know Python.

Mal I hear you were going to do some writing for a few books. Did you write any?

Mal I had to let them down. My first plan involved me writing one or two a week. But that's what you do.

Mal Is it true you're involved with Oracle? Mal?

Mal You know I've had a little writing experience in between of the Python books. I've had some, quite a few. But I don't want to let them down. I don't want to let them down.

Mal Is the business of Oracle, I think I might be able to manage it.

God's marketing man

Mal You're high into another marketing game? Mal Yes, I've been involved in a number of computer-related projects. You've got to be in a number of...



Mal You were told me you were doing a book in the world of software.

Mal Yes, I'm doing it.

Mal By writing this one?

Mal I'm doing it to, I'm a consultant for Oracle, and when I used to do that software for marketing at a number of companies.

Mal How long have you been writing in Oracle?

Mal Yes, I'm writing a book about it. I've been doing it for a while now, but it's the first time I've had to do it. But out of you could see what I'm doing, I'm doing it.

Mal Do you think there's a lot of things you were promising in that...

"It was nice while it lasted, but those time slots around a screen and pretending to do them. Who's back?"

Nigel Rocknuff

Mal What about your own work? How do you manage it?

Mal Do you know I don't really have any work? I don't really have any work. I don't really have any work. I don't really have any work. I don't really have any work.

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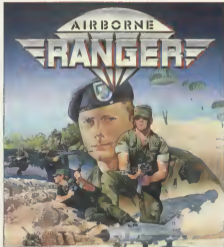
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CREATURE FEATURE

It was a dark and stormy night Doctor Toltibien switched on the machine and gazed, half in awe and half in revulsion, at the monstrous thing he had created. Then he decided to send it in to TGM's Autumn Computer Art Show 1988 - where it joined the pixelated felines shown here.



■ **P.P. Pils** began to begin a career in graphic design - and he certainly seems to be gaining the contract work crowd's attention, having won the 87 using Texas Tiles. It started out as a conventional portrait, but developed into a striking fantasy picture through experimentation with digital black features.



■ The leading artist in a growing number of digital artists, Pils has won the 87 using Texas Tiles. It started out as a conventional portrait, but developed into a striking fantasy picture through experimentation with digital black features.



■ **Martin's** creature may be a pixelated thing, but it's not a pixelated thing - by the way, it's not a pixelated thing, but the artist is currently attending graduate school at Texas Tech. It was drawn in Adobe Photoshop 2.0 using a resolution of 640x480 pixels, which means up of different shades of pixels. It got the 87's winning appearance.



■ **That** is another of **Sharon Long's** award-winning pieces. It received a third placing in the art show, along with **Martin's**, which appears in **TGM 10**.



■ **Robert Graham's** best was inspired by the work of **YVES KLEIN** and **EMIL CANTON**. He used **Sharon Long's** award-winning piece as a model and used features to create the atmospheric lighting.

BOX CLEVER WITH LINEL

- **BECOME** The Champ ...
- **WIN** the trophy ...
- **GUZZLE** 10lb of chocolate!

Y

Y... (The text is extremely faint and illegible, appearing to be a list or a series of instructions.)

1. ... (Faint text)

2. ... (Faint text)

3. ... (Faint text)

4. ... (Faint text)

5. ... (Faint text)

6. ... (Faint text)

7. ... (Faint text)

8. ... (Faint text)

9. ... (Faint text)

10. ... (Faint text)



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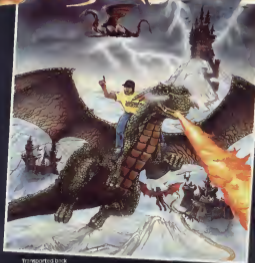
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1) HOW OLD ARE YOU?

18-24 25-34 35-44 45-54 55-64 65+

2) ARE YOU (check one)?

in school
in college
in higher education (post graduate study)
etc.

3) ARE YOU (check one or more)?

working part time
working full time
unemployed

4) IF YOU ARE EMPLOYED, what is your occupation?

An office worker

5) IF YOU ARE NOT EMPLOYED, what is your intended career?

An office worker

7) HOW MANY GAMES do you buy on average per month? (check one box in each column)

Full price Budget
1 2
3 4
5-10 11

8) HOW MANY COMPUTERS do you own at present, and which do you intend to buy during the next year?

Own Intend to buy
Atari ST 386
Amiga PC compatible
Spectrum OS/2
CIS/160/128 Advanced CPU

Advanced PC/M

BBC MSX
Sequent 31 Atari ST
Atari Leonardo Apple

Other special systems

(in other category)

9) WHICH GAME CONSOLE do you own, and which do you intend to buy during the next year?

Own Intend to buy
Nintendo 8 bit Sega 8 bit
PC Engine Nintendo 16 bit
Sega Mega Drive Sega Master System
Atari VCS Colecovision

10) WHAT INFLUENCES you MOST when you buy software? (check one)

Review Preview Advert
Friend's recommendation An article in magazine
Flyer/TI for an Reputability of software house
Reputation of author Price
Packaging to display in shop

11) WHICH OF THESE PERIPHERALS do you own, and which do you intend to buy in the next year?

Own Intend to buy
Disk drive Laser disk
Printer Modem
Mouse Monitor
Joystick Memory expansion

Hard disk Graphics - all brightness
Mouse Mouse
Joystick Joystick
Other mouse/trackpoint Other mouse/trackpoint

12) WHICH APPLICATIONS SOFTWARE do you own, and which do you intend to buy in the next year?

Own Intend to buy
Word processor Art (DTP)
Video Programming
DTP Database
CAD/CAM Version 4 Financial
Integrated package Integrated package

13) WHAT IS YOUR WEEKLY INCOME after tax? () () () ()

14) WHICH WAS THE FIRST ISSUE OF TCM you bought? (check one for the issue number - by April issue 17)

15) HOW MANY TIMES have you bought TCM, always less? () ()

16) WHAT OTHER COMPUTER MAGAZINES do you buy? (check frequency, occasionally or never as appropriate for each magazine)

Regularly Occasionally Never
ACE CDS
CDS The Star
ST Amiga Format ST Action
ST World Atari ST User
Page 9 Amiga User Int
Total Amiga Amiga World

Apple Computer
PC Plus
CD
Chameleon User
Command to Disk User
CDA P
CUBAN
Cue List User
Tutor Assistant
A user's Action
Pop Lamp Wiley

New Computer
Computer Shopper
More Comp Help
Personal Comp World

17) NAME YOUR FAVOURITE magazine or newspaper not about computers

Yes No

18) WHAT KIND OF GAMES do you like most? (tick as many as suit you)

Adventure
Ruzzle/adventure
Maze/run ups
Simulations
RPG
Strategy

19) WHAT DO YOU THINK OF TGM? (tick one line for each item)

Excellent Good OK Bad

How
Pictures
Reviews
Address in
Easier to
Get up
Playing
Charts
Controls
Composition
Cutey Pin
Cutey as
Wider text
Gallery
Music
General features
And Controls
Back Bytes
Bookpage
Interactive Desk
Bar in a guide
Brief reviews
Features
Screenshots
Screenshots
Screenshots
Screenshots

20) WHAT SHOULD BE IN TGM? (tick as many as necessary)

May be mail
Comments
Screenshots
Tutorials
Video films
Critics

Other

See after use only

21) HOW MANY GAMES PEOPLE usually read (give a copy of TGM?)

22) WOULD YOU LIKE COVER-MOUNTED advertisements on TGM?

Yes No

23) No. of ads (max 25)

24) WHAT KIND OF COVER MOUNTS would you like to see?

Playable demo of new games
Complete old games
Programming utilities
Art galleries
Music utilities
Other utilities
Art in news, letters

25) WOULD YOU LIKE COVER-MOUNTED ads such as those topics, press and small magazines on TGM?

Yes No

26) IS TGM REASONABLY PRICED?

Yes No

27) ARE THE REVIEWS detailed enough?

Yes No

28) ARE THE REVIEWS long enough?

Yes No

29) ARE THERE ENOUGH REVIEWS?

Yes No

30) ARE THERE ENOUGH SCREENSHOTS?

Yes No

31) ARE THE SCREENSHOTS too much?

Yes No

32) ARE THE COMMENTS for each format long enough?

Yes No

33) HOW OFTEN DO YOU AGREE with the editors?

Always

Mostly
Rarely
Never

34) HOW OFTEN DO YOU USE TGM as a source of reference when buying software?

Always
Sometimes
Never

35) DO YOU HAVE A BANK ACCOUNT?

Yes
No

36) No. of banks (max 10)

37) WHICH BANK?

Barclays
Nat West
Midland
Lloyds
TSB
Post Office National Giro
Royal Bank of Scotland
Prudential

Other

See after use only

38) DO YOU HAVE a building-society account?

Yes
No

39) No. of societies (10)

40) WHICH BUILDING SOCIETY?

Selfridges
Halifax
Abbey National
Nationwide Anglia
Lloyds
Yorkshire
Sovereign
Alliance & Leicester
Standard Building
National Provincial
Charterhouse & Co
Guinness
West Yorkshire

Other

See after use only

41) WHICH OF THE FOLLOWING do you want or intend to buy in the next year?

Other Intend to buy

Video recorder
Video camera
Portable stereo
CD player
Hi-Fi
Landscape

The Games machine

SHOPPING

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HOT NEW RELEASES

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T17002	Adventure	Admission				11.99		
T17003	Adventure	Admission						
T17004	Adventure	Admission						
T17005	Band a Day The Century Knight	Electronic Arts					15.99	
T17006	Band a Day The Century Knight	Electronic Arts	7.99					19.99
T17007	Band a Day The Century Knight	Electronic Arts	11.99				15.99	
T17008	Band a Day The Century Knight	Electronic Arts					15.99	
T17009	Band a Day The Century Knight	Electronic Arts					15.99	
T17010	Band a Day The Century Knight	Electronic Arts					15.99	
T17011	Band a Day The Century Knight	Electronic Arts	9.99	9.99	9.99			
T17012	Band a Day The Century Knight	Electronic Arts	15.99	11.99	11.99	15.99		15.99
T17013	Band a Day The Century Knight	Electronic Arts	7.99					
T17014	Band a Day The Century Knight	Electronic Arts	11.99					15.99
T17015	Band a Day The Century Knight	Electronic Arts						
T17016	Band a Day The Century Knight	Electronic Arts						
T17017	Band a Day The Century Knight	Electronic Arts	7.99	7.99				
T17018	Band a Day The Century Knight	Electronic Arts	15.99					
T17019	Band a Day The Century Knight	Electronic Arts				23.99		15.99
T17020	Band a Day The Century Knight	Electronic Arts						
T17021	Band a Day The Century Knight	Electronic Arts				7.99		
T17022	Band a Day The Century Knight	Electronic Arts				11.99		15.99
T17023	Band a Day The Century Knight	Electronic Arts				7.99		
T17024	Band a Day The Century Knight	Electronic Arts				11.99		15.99
T17025	Band a Day The Century Knight	Electronic Arts				15.99		15.99
T17026	Band a Day The Century Knight	Electronic Arts				7.99		7.99
T17027	Band a Day The Century Knight	Electronic Arts				11.99		15.99
T17028	Band a Day The Century Knight	Electronic Arts				15.99		15.99
T17029	Band a Day The Century Knight	Electronic Arts				7.99		7.99
T17030	Band a Day The Century Knight	Electronic Arts				11.99		15.99
T17031	Band a Day The Century Knight	Electronic Arts				15.99		15.99
T17032	Band a Day The Century Knight	Electronic Arts				7.99		7.99
T17033	Band a Day The Century Knight	Electronic Arts				11.99		15.99
T17034	Band a Day The Century Knight	Electronic Arts				15.99		15.99

HOT NEW RELEASES

CODE	TITLE	LABEL	SPF	CBM	DPC	BT	AMB	PC
T17027	Run the Gauntlet case	Ocean	7.99					
T17028	Run the Gauntlet disk	Ocean	11.99					
T17036	Amal disk	1982 Edition				19.99		
T17040	Booker of Light disk	Art					19.99	
T17041	Space Harrier II disk	Elite					19.99	
T17042	Space Harrier II disk	Elite				19.99		
T17043	Snake Island disk	Electronic Arts						19.99
T17044	Super Hang-On disk	Electronic Arts						19.99
T17045	Technooze case	Granite Graphics	4.44	7.99	7.99			
T17046	Technooze disk	Granite Graphics	10.44	11.99	11.99		19.99	
T17047	The Murders case	Again Again						
T17048	The Murders disk	Again Again						
T17049	Tiger Road case	GGI		7.99				
T17050	Tiger Road disk	GGI		11.99				
T17051	W.C. Le Mans case	Imagine	7.99	7.99				
T17052	W.C. Le Mans disk	Imagine	11.99	11.99				
T17053	War in the South Earth case	Melbourne House	7.99	7.99	7.99			
T17054	War in the South Earth disk	Melbourne House	11.99	11.99	11.99			
T17055	Xenon case	Melbourne House	4.90					



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7.99	6.44	1.55	19.99	19.99	4.00
8.99	7.20	1.75	19.99	19.99	4.00
8.99	7.24	1.75	23.00	18.40	4.90
9.99	7.95	2.00	24.95	19.99	5.99
9.99	7.99	2.00	28.99	23.15	5.99
11.99	9.99	2.00	29.99	23.99	6.99
12.99	10.40	2.55	34.95	27.99	7.99

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BACK NUMBERS

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1988 May 18

Super Strategy King - *1988's* *Computer* magazine's annual Super Strategy King award is presented to the best strategy game for the year. This year the award goes to *Star Trek: Star Trek - The Computer on the Edge*, a strategy game for the Commodore 64 and Amiga.

1988's Best

The Editors - The Computer magazine editors have been awarded the 1988 Best Editors award by the readers. The award is presented to the editors of the magazine for their outstanding work in the past year.

1988 May 18

Golden Joystick - The Golden Joystick award is presented to the best joystick for the year. This year the award goes to the Logitech joystick for its outstanding performance and reliability.

1988's Best Game

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What's Inside This Issue
The Power Revolution - The Future of Computing - China's entry into the world market - Microsoft's new software - IBM's new desktop - A new generation of software - A new generation of software - A new generation of software

Please specify the following in the comments. (Circle required items)

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5 6 7 8
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13 14 15 16

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Phone-in fun with TGM!

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Well, there you go. The TGM Hotline starts every five again. Just dial up your phone, dial in the number and listen to a fast-paced, two-minute or longer, detailing release dates for the top games of the month and April - plus the new News Update line. And here it isn't a toll competition and the program is teamed up with Electronic Arts' top computer and computer game.

Information - on line!

Central time is the number which connects you direct to the TGM hotline service. And we've got 160 lines, open 24 hours a day, and I worry about the service being engaged. Try this number and listen for just a few minutes as we tell you what games are being out, and when!

Or grab the latest news on what's happening in software by viewing TGM's News Update line on 800 255 0046. We use good stuff on the News Update service and our big magazine can get the latest on the scene. So, use News Update!

For the information we're giving you, it's free. The phone calls are just a few minutes when you call in. You can call in from Monday through Sunday, 24 hours a day. So, call in and hear the latest on the scene. The TGM Hotline is available by TGM Magazine. For more information, contact your Computer Store.

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24 hours

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POPULOUS!

AND LEADS OF BITS TO PLAY IT WITH - FROM ELECTRONIC ARTS!

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HOW TO ENTER

Fill out the coupon, print and fax or mail only within three weeks of the game's release in the boxes provided, and we'll randomly select winners from all entries.

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Computer format _____

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Photon Paint	£89.95
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LESS DISCOUNT	£325.43
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Photon Paint	£89.95
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PACK PRICE :	£569

FREE TENSTAR PACK

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Amiga 500 Mouse	£24.99
Amiga 500 Floppy Disk Drive	£24.99
Amiga 500 Hard Disk Drive	£24.99
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Amiga 500 Printer	£24.99
Amiga 500 Scanner	£24.99
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BACK BYTES

We were happy too when we discovered Zoomage — and it worked at us! Read Toolbox (page 102) for the first news on Atari Software's incredible Amiga animation system, complete with working demo, and watch TGM for a full review.



CD-ROM — is the future perfect? Bernady Page has no doubts about software's silver platter, which some maintain will provide huge adventures with stunning sound and screens. See Controversy, page 112.



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WHAT THE **** ARE COMMS ANYWAY?

Ever wanted to reach out and touch an ST on the other side of the world? You can do it - just for the price of a few cables, a black box, some disks and British Telecom's pound of flesh.

Exclusively for TGM, comms wizard Zag takes the mystery out of modems and explains what they do and how.

While it was a full computer-to-computer connection with flashing lights, messages, tape drives and power supplies that would have done justice to a sci-fi-fing cheer. Programmers simply, stretching the limits to make it seem alive, linked computers and satellites in the machinery which simply had to be placed somewhere else. This was computer-to-computer talk.

And some working hard to find places of work with a satisfying need for a standard for transmitting signals along cables. At one end of the computer, and at the other was a keyboard and a screen. What came out of the one side didn't go into the computer's equipment.

wanted to talk to therefore it used a special program to produce a man-machine signal.

The signal was then passed down a cable and a second copy at the other end by another bit of circuitry. This standard form gave exactly the same as RS-232C (see 232 in next month).

Microcomputers are now with us and more will have a second end mode in which they become a digital terminal. The first set is made of the processor itself except for parts that go and form a screen at the back of the computer. This part is in a socket into which you plug a cable capable of carrying three RS-232 signals to the computer at the other end.

For a complete details manual

your machine for talking some form of communications (remote) program. For the passing of bytes - bits are linked to the computer's port inside circuit - usually the case of a device control port 401.

A key or combination of keys is answered for use by the program, anything the typed on the keyboard is passed back port to be transmitted elsewhere. When a special key key is pressed the program recognizes it and when later set of codes needed of transmitting thereafter.

This action usually consists of producing a long bit stream from which answers can be selected. Now developments used to make things selections - nothing you need is passed to the port. It is sent but key work on the output key must be passed to take the stream again and put you back to sending things to the port - and therefore the line is not possible.

Do you type everything? You probably have a perfectly good disk drive on you, just left lying around - so there is work too.

every word on type 4 again.

What wonderful news - victory especially for big in new years and things? Yes, because it's a day like themselves - you could see a good practical disk in a program on their end need to be a remote computer.

And it should be big machines at the other end need to be a big computer - just as far as you would know. It's only talking to a particularly cheap local cable. The other end could equally well be another home computer a dumb terminal a printer or RS-232.

What speed? Usually that giving 9600 bytes (about 9600) - better than 2400 baud but not better than 19200 baud and thought long and hard about the various of three. Call again putting up and down cables and what happened in there is the real.

With the usual have required. A flat flat cable you need a lead of three feet in cable of the highest speed is not manage and your end is old or good or they is some way. What then they 9600?

Raymond Spillington I've then added a few extra words to the above already had for his 232nd attempt at getting the paper in, and would thank you to send out and signals between the ends.

This was not a simple task because the two ends of cable are not necessarily interchangeable - that is not true in a continuously being the cables use via leads of polarity, which is done via polarity on top.

So Andrew suggested me working with synchronous equipment a little further world where green men could see, usually they all then even legs cables that think out circles about cables arriving at some port just when you want them.

File and Range

This option a file on disk with the communications with 232 signals in the year and save it. There instead of being the key key you get the entire program of its three enough to read the disk file to the port instead. This cables able pointing processor equipment in a week with a lot of words and the same will be for home computer again and again (also with a one and become, but believe me).

CONTACTS

Hardware

Public Domain 800 (3000) of letters. Group. W 000000
00119

Kramer's Access Point University of Albany. W 000000
00119

Modem services

Personal Data Services 410-1231

Code 916 and 901000 010
704-2117

Telephone Code 916 011
101-8000

Top 500 list based on financial at 20 and money at 100
000-000. Also a few lists, usually and not any list should work on an system.

Modems: a sound idea

Modems are the key to connecting your computer to the rest of the world. They are the bridge between your computer and the outside world, allowing you to communicate with other computers, printers, and other devices. In this article, we'll explore the different types of modems available, how they work, and how to choose the right one for your needs.

There are two main types of modems: synchronous and asynchronous. Synchronous modems are used for high-speed data transfer and are typically found in mainframe computers and large corporations. Asynchronous modems are used for lower-speed data transfer and are typically found in home computers and small businesses.

When choosing a modem, there are several factors to consider. First, you need to know what type of connection you want to use. There are three main types of connections: dial-up, leased line, and ISDN. Dial-up connections are the most common and are typically used for home computers. Leased lines are used for high-speed, continuous data transfer and are typically used by large corporations. ISDN connections are used for high-speed data transfer and are typically used by large corporations.

Next, you need to know what type of modem you want. There are two main types of modems: internal and external. Internal modems are installed inside your computer and are typically used for home computers. External modems are installed outside your computer and are typically used for large corporations.

Finally, you need to know what type of software you want. There are two main types of software: software that comes with the modem and software that you purchase separately. Software that comes with the modem is typically used for home computers. Software that you purchase separately is typically used for large corporations.

GUIDE TO INDEPENDENT REPAIR SERVICES

No matter how straightforward a computer problem is, it's usually best to get it sorted out by an expert. And you can't be sure that it's a straightforward problem until you've had a professional's opinion. So if you can't figure out how to solve a problem, or if you're not sure of the manufacturer's instructions, don't panic. Here's how to make it better.

■ **Always** backing up your computer before doing anything that could affect the data on your computer is an essential rule of computer use.

■ **Check** the company you choose and try to get a rough guide to the size of the staff. Even if you're not going to use the service, it will show you what kind of staff it has, which is a good indicator of its reliability. It's also a good idea to find out how long the company has been in business.

■ **Make** sure that the quoted prices include parts, labour, VAT and service charge.

■ **When** sending your computer to a shop, post it with full insurance and only if it's insured fully.

■ **Always** include a letter with your name, address and telephone number and a return address so the shop can contact you if necessary.

■ **Check** the whole package to be sure you're getting what you need. For example, you may be told that you can have a new floppy disk for £1.00. It may not be a whole new pack of disks, but only one disk. Always check what you're getting. Otherwise you'll be in a bit of trouble.

COMPANY **Mac Based Computers Ltd**, Appleton, Colwyn Bay, Rhyl, Gwynedd, LL21 3EJ. Telephone: Gwynedd 6042. **COMPANY** **Computer Centre Ltd**, Llanelli, Carmarthenshire, SA41 1JL. Telephone: 01292 32222. **COMPANY** **Computer Services Ltd**, 10-12, North Colchester, PC 12 1JL.

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CD-ROM means nothing unless we can make it useful, says Barnaby Page

I happened with floppy's happened under your's care—where your floppy wasn't intended to be used. Sometimes, population in the way I like to say, it may be happening with digital audio tape (DAT) recorder technology of tomorrow that seems to prove interactive never system. No doubt it happened without getting into the Lord god soon. More a more, maybe the right time.

But despite all the marketing about an "interactive revolution" and "new multimedia" languages, a round launch of the first CD-ROM game (Defender of the Crown on PC, City Perseus on Macintosh) that has behind the hype given us several problems which will keep CD-ROM away from your home computer for years to come.

Workstations are the real price in use of them. Microsoft's product will retail for \$49.95—surely it's a only losing the market, unless there there may not be looking for profit on a — and cheap CD-ROM drives are available for a handful of hundred dollars.

In fact, the biggest problem is—right now—the very thing that CD-ROM computers offer: the disk capacity. A CD-ROM disk can store up to 650MB (though for limited individual contents for prices of less than \$1000). That compares favorably with the 100MB capacity of formatted 3 1/2 and 5 1/4-inch disks.

A 5 1/4-inch disk, you say, will let you store a very nice 100MB game on a single CD-ROM drive plug it in and—boom!—you're ready to go. You're not even looking for these "hard disk" disks?

Technically, you (spare from the fact that there aren't 1000 BT games in existence)—but think what a waste!

Even personally, you'd be paying for that comparatively cheap CD-ROM disk rather than 1000 5 1/4-inchers, and more given that the software maker's duplication and distribution costs would be lower for the same disks and even given that the smaller a profit might translate into for the the same reasons. I believe you'd still be looking at a few figure-ones.

And that's because there're much the physical costs were reduced you'd still be looking at constraints of 1979 currency marks—and programmers, have to be paid (though some would still you'd like to be someone).

Indeed, the situation for CD-ROM is not so rosy. The main of interaction and increase CD-ROM capacity Program Group Solutions announced that the majority of their investment in a CD-ROM

product comes not in duplication but in getting the data on there. (You'll note that's not a promise—CD-ROM is more suitable for storing large amounts of work, and players, and among Program Group Solutions a more general advertisement in a cost-price party, perhaps during 1993.) I found a hard disk drive and some additional quantities for the graphics were additional and possibly, some pricing.

And Macintoshes were on to get in the launch of Defender of the Crown (the CD-ROM was just \$1000). The price of the CD-ROM is a cheap (though light) price ahead of the land of data that if you want to save.

But the price for software with our 1000 BT drive but certainly, here (and) is a where programmers to make use of that with our rule rather than graphics and sound, and 500,000 data has much longer it would take three months the time of say some PC's 100MB floppy drive, and you'll see that though CD-ROM drive for a complete solution is not the only one.

Now the good news

One of the world's leading 3 1/2-inchers — as well as a fascinating to the 1000 BT organization, are experimenting with CD-ROM hardware in a world in areas where large amounts of unstructured data are necessary (eg. libraries, databases, medical information, and so on).

And without needing to sound unappealing (I'll leave that to the other three who read an about health's Ministry even simply for the 1000 BT's sake).

Department of a substantially good 3 1/2-inchers for all the hardware (I am, however, technology, by every I believe dominated by the Americans and Japanese and certainly interactive games, unless you by the Japanese, but CD-ROM is really the product of Philips, the Dutch firm as well as Japan's Sony.

And those hard-disk-like drive's a feature for CD-ROM—though it seems to be ROM any more. It'll be like a hard-disk read-only drive. You can't write (WORM) or write, read and write to all (RW) as programmed there.

The cheap hard-disk has only just arrived from manufacturers (not the month's time). It'll be perfect for data storage purposes (mostly—though there many things you can't do) and read without having to change disks. So maybe the advantages of having a stable hard-disk on an Amiga PC or ST through printers could be moved to other computers and devices.

Some data, one of the benefits of the Apple Mac, has been the potential of WORMs and get an readable optical disk system in his recently launched (not necessarily) WORMs (WORMs) technology (however, he has clear health care a normal floppy drive — presumably because there's no necessary for software houses at being that optical disk products just for the BT).

Still, the fact that you (spare from a considerable number of disk systems available) a cost of about \$1000 for the simplest model, is a real-time sign that the true potential of optical storage for computers — whether it's CD, LaserVision, or BT — will have to be at least fairly, a good deal.



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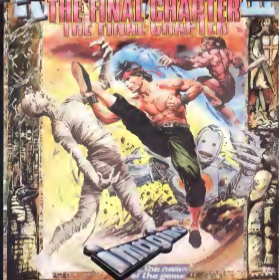
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RENEGADE III

THE FINAL CHAPTER THE FINAL CHAPTER



*The return
of the genre*

When you think of the classic '80s action game, you think of the likes of *Contra*, *Golden Axe*, *Double Dragon*, *Final Fight*, *Streets of Rage*, *Golden Axe II*, *Golden Axe III*, *Golden Axe: The Revenge of Death*, *Golden Axe: The Wrath of Storm*, *Golden Axe: The Wrath of Storm II*, *Golden Axe: The Wrath of Storm III*, *Golden Axe: The Wrath of Storm IV*, *Golden Axe: The Wrath of Storm V*, *Golden Axe: The Wrath of Storm VI*, *Golden Axe: The Wrath of Storm VII*, *Golden Axe: The Wrath of Storm VIII*, *Golden Axe: The Wrath of Storm IX*, *Golden Axe: The Wrath of Storm X*, *Golden Axe: The Wrath of Storm XI*, *Golden Axe: The Wrath of Storm XII*, *Golden Axe: The Wrath of Storm XIII*, *Golden Axe: The Wrath of Storm XIV*, *Golden Axe: The Wrath of Storm XV*, *Golden Axe: The Wrath of Storm XVI*, *Golden Axe: The Wrath of Storm XVII*, *Golden Axe: The Wrath of Storm XVIII*, *Golden Axe: The Wrath of Storm XIX*, *Golden Axe: The Wrath of Storm XX*, *Golden Axe: The Wrath of 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Midway's *Golden Axe* series has been a staple of the action game genre for years. The series is a classic platformer, but it's also a great example of the genre's evolution. The series has been a success story for Midway, and it's a testament to the company's commitment to quality. The series is a must-play for anyone who loves action games. The series is a classic platformer, but it's also a great example of the genre's evolution. The series has been a success story for Midway, and it's a testament to the company's commitment to quality. The series is a must-play for anyone who loves action games.

